

Part II

SCOOBY-DOO

*Character Reference Guide*





C'MON

SCOOBY-DOO,

I

SEE YOU

PRETENDING YOU'VE GOT

A SLIVER

YOU'RE NOT  
FOOLIN' ME

'CUZ I CAN SEE

THE WAY YOU

SHAKE AND

SHIVER





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## CHARACTER REFERENCE GUIDE

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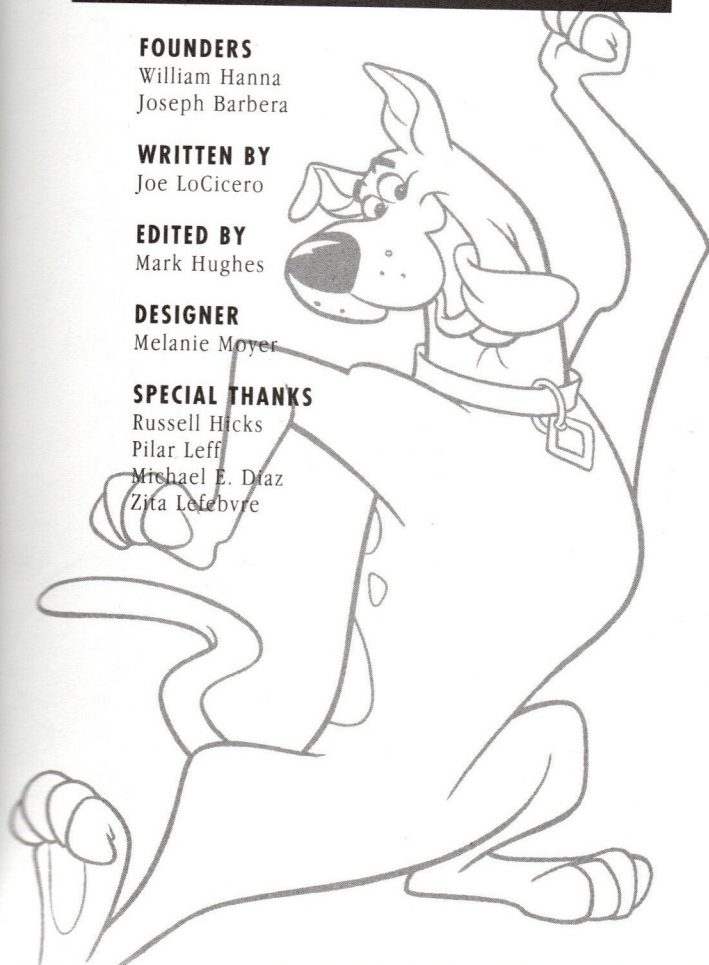
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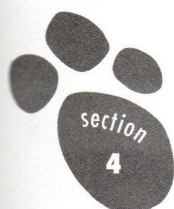
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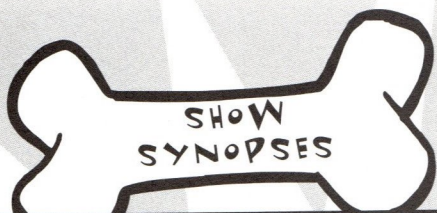
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THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977

# THE SCOOPY-DOO/ DYNAMUTT SHOW

1976 - 1977

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**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

**High-Rise Hair Raiser  
Episode #76001**

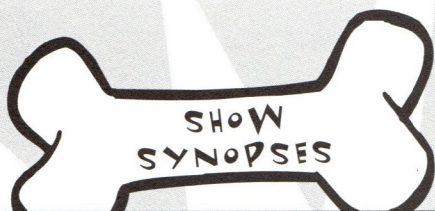
Scooby and his friends have a high time trying to trap a gang of safe crackers, who — after posing as specters and ghouls to terrorize construction workers — use the high-rise haunted building site as a vantage point for their operation.

**The Fiesta Host Is An Aztec Ghost  
Episode #76002**

A Mexican vacation turns into a search for missing Aztec treasure for Scooby-Doo and the gang. The town of Cinco, supposed site of a gala fiesta, is deserted after a Stone Monster and the Ghost of the Aztec God, Cotazuma, frighten the residents. Searching an ancient pyramid nearby, Mystery, Inc. finds clues that lead them to a mysterious river barge and a cave housing smuggled treasures. The ghost and monster lose their disguises in the ensuing pursuit, only to be revealed as Professor Stonehack and his wife, archaeologists who are stealing the Aztec treasure for themselves. With law and order restored in Cinco, the fiesta begins, and Shaggy and Scooby build a giant burrito for themselves.



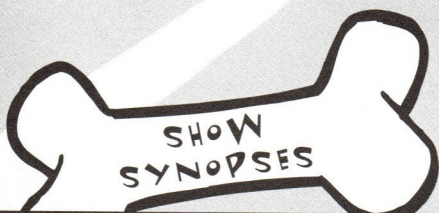




**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

**The Gruesome Game of the Gator Ghoul  
Episode #76003**

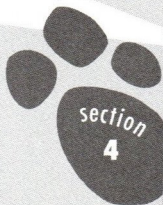
When Ma and Pa Skillet summon Scooby-Doo and the gang, mystery reigns in the Hokefenokee Swamp, where Ma and Pa operate a showboat restaurant specializing in Super Spicy Funky Fritters and Fenokee Fizz. Much to Scooby's delight, visiting Ma and Pa also means a reunion with his buck-toothed cousin, Scooby-Dum. Once Mystery, Inc. pulls into the swamp area, they find that the Gator Ghoul, an alligator-headed monster, has been terrorizing the Skillet's restaurant, driving away customers and employees. The gang succeeds in using sticky fritter batter to capture the monster who turns out to be Miss Dovely, the Skillet's secretary. Miss Dovely tried to destroy their Fenokee Fizz business and, for a fortune, was going to sell the secret formula to its chief competitor, Kookie Cola. The gang celebrates the Skillet's return to normal while Scooby-Doo, Scooby-Dum and Shaggy munch on leftover fritters.



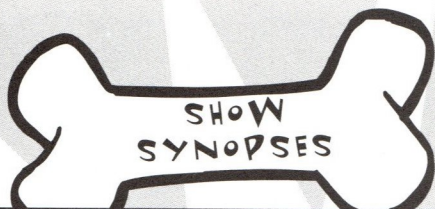
THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977

**Whatta Shocking Ghost**  
**Episode #76004**

In a mountain ski resort, Scooby-Doo, Shaggy, Daphne, Velma and Freddy find an electrifying mystery in a 10,000-Volt Ghost, who has been sabotaging the local power plant and turning the resort into a ghost town. A torn letter and a secret tunnel help the kids unmask and capture the "ghost," a disgruntled former power plant worker aided by the mayor in a scheme to scare the local residents into selling their property cheaply. A new freeway is planned for the area, and the mayor would amass a tidy profit from owning — and then selling — the town's acreage. With the villains in jail, the town regains its resort status and Scooby takes one last ski run down the mountain, only to land upside down in a tree.







**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

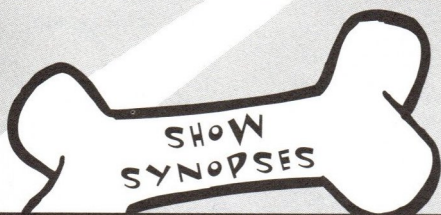
**The Headless Horseman of Halloween  
Episode #76005**

A Halloween costume party at the Crane Manor in Sleepy Hollow begins an adventure for Scooby-Doo, Scooby-Dum and the gang, when the legendary Headless Horseman shows up as an uninvited guest. A newspaper clipping and a photograph lead the sleuths to the airport, where the Horseman tries to make his getaway in an antique biplane. In a midair caper with Scooby, Shaggy and the villain aboard, the mystery reaches a zany resolution. Cousin Ellwood Crane had gone bankrupt and tried to steal Aunt Gertrude's diamond necklace, blaming the crime on the legendary Headless Horseman.

**Scared A Lot In Camelot  
Episode #76006**

A reconstructed English castle housing the ghost of Merlin and the Black Knight sets the scene for Scooby, Shaggy, Daphne, Velma and Freddy to track down 20th century jewel thieves in an 18th century romp.

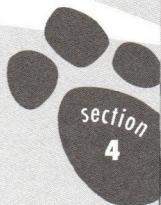
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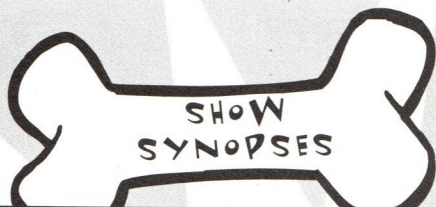
THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977

**The Harum Scarum Sanitarium  
Episode #76007**

In Niagara Falls, Mystery, Inc. checks into a sanitarium-based adventure chasing the Ghost of a Mad Doctor. Winding through the asylum, the lab and the X-ray room leads Scooby and the gang to a secret tunnel and cave. They discover the ghostly doctor — who they previously encountered as Officer Oldfield, a Canadian border patrolman — is the ringleader of the recent Montreal gold theft. The “bodies” being whisked away from the sanitarium in ambulances only to disappear are really lumps of gold bullion. To celebrate the gang’s detective work, Scooby proves to be a real “Fred Astaire” by dancing with Daphne, a talent he displayed earlier under one of the mad doctor’s spells.







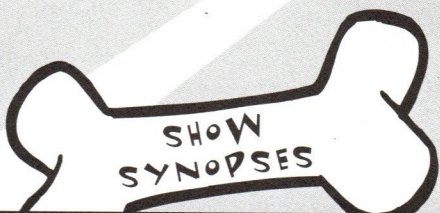
## **THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

### **The No-Face Zombie Chase Case Episode #76008**

After Scooby-Doo witnesses the theft of the valuable "Golden Galleon" from a coin shop, the gang becomes entangled in the attempt to catch the thief. The culprit, a faceless zombie, leads them to the Dilly Dally Dolly Co., where wild chases ensue, complete with a maniacal mechanical forklift, a ravenous gorilla — and Scooby falling into a toy duplicating machine that unleashes 1,000 copies of the canine. While the captured Zombie turns out to be a robot, the gorilla is really Mr. Dilly, the factory's co-owner. With his factory's routine restored, the other co-owner, Mr. Dally, invites the gang for a snack in the employee cafeteria. Not surprisingly, the 1,000 Scoobies have devoured all the hamburgers.

### **Mamba Wamba and the Voodoo Hoodoo Episode #76009**

On the Plantation Maison DuPree, Scooby-Doo and the teenage sleuths battle a voodoo curse targeting a rock group. Through frightening encounters with a witch doctor, Mamba Wamba, and his zombies, the gang reveals the mystery. Through trickery, Mamba Wamba hoped to obtain the rights of the rock group's hit demo record, but was thwarted, due to Mystery, Inc.'s efforts. Scooby and the detectives reveal Mamba Wamba was really the band's manager and his top zombie was Lisa, the band's lead singer who was in on his villainous plan from the beginning.



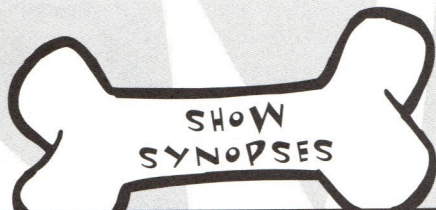
**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

**A Frightening Hound Meets Demons Underground  
Episode #76010**

When hissing, steaming demons from an underground city plague Seattle, Scooby-Doo and his friends set out to solve the mystery. A music store and an old dockside hotel provide clues that lead the gang on a scary chase careening on underground streetcars. Trapping him in a barrel, Mystery, Inc. discovers the villain is Sam Crenshaw, owner of a construction company harassed by the "demons." Crenshaw planned to rob his own company and make it look as if the legendary demons had burglarized his office. In a restaurant after the capture, Scooby is frightened by a waiter's smoking domed platter, only to discover a giant steamed lobster under the cover.







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**A Bum Steer for Scooby  
Episode #76011**

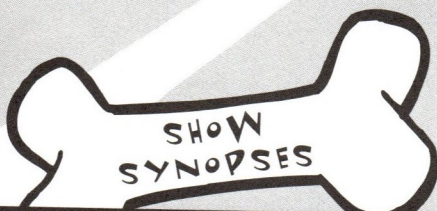
On a visit to Daphne's uncle's Ranch, Scooby and friends encounter a giant, flying bull and a gang of cattle rustlers. In Hidden Valley, site of an ancient Indian burial mound and cliff dwellings, the group discovers the hideout of the rustlers who have been plaguing Uncle Matt. Disguised as a cow, Shaggy and Scooby foil the thieves' operation. Their antics expose the flying bull to be a painted helicopter and reveal the rustlers as Matt's "friend" and neighbor, Sam Farren, and Matt's own cook, Lenny. Afterward, the gang rides off triumphantly in the Mystery Machine, only to discover that the costumed cow in the van with them is not Shaggy and Scooby, but a real heifer.

**There's A Demon Shark in the Foggy Dark  
Episode #76012**

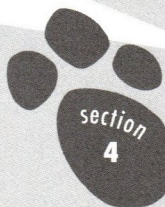
On a water-skiing outing, Scooby-Doo and friends become involved in the mystery of the Shark Demon, a half-man, half-shark monster lurking in Aqua Land. After searching the ground, diving into giant fish tanks and fighting hordes of crabs, the gang captures the "demon." The villain turns out to be Aqua Land's assistant manager, involved in a plot to tuck stolen pearls inside oysters and ship them to another Aqua Land in Florida. The gang happily returns to water-skiing, with Scooby in knight's armor to protect himself from sharks.



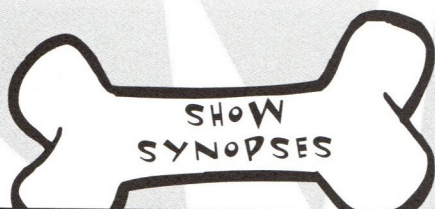
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**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977****The Ghost That Sacked the Quarterback  
Episode #76013**

During an exciting football game, the Hawk team's hero, Flash Granger, disappears from the field, luring Scooby-Doo and his teenage friends into a mystery that involves strategic plays from a frightening phantom, a trap door and underground tunnels. With Scooby and Shaggy as bait, the gang sets a trap for the phantom, and succeeds in nailing him to a flagpole. Unmasked, the villain is Buck Bender, a vengeful former coach fired by the team owner. The team rewards Mystery, Inc. with several free tickets to the *Wonder Bowl* game, where Shaggy and Scooby enjoy all the hot dogs they can eat.







**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

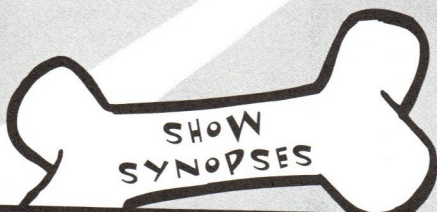
**Spirit of '76  
Episode #76014**

While visiting historic Washington, DC, Scooby, Shaggy, Daphne, Velma and Freddy become accidentally locked into the Splitsonian Institute. This strange museum contains mysterious, wet footprints, revolving walls, and ghosts of early American traitors Benedict Arnold, Aaron Burr and Major Andre. After a series of madcap chases on antique bicycles and steam cars, the gang uncovers a plot to rob the U.S. Mint of billions, using storm drains under the museum. When the villains are safely in the government's custody, Shaggy asks for a \$100 bill as a souvenir, but the Secret Serviceman informs him that the thieves had inadvertently discovered a room full of *worthless* money.

**The Ghost of the Bad Humor Man  
Episode #76015**

When the Mystery Machine skids on a pile of ice cream and runs into the Happy Humor Ice Cream factory, the gang plows into a dairy-ing mystery. Confronted by chocolate, vanilla and strawberry-colored gorillas, the gang finds out about some missing armored trucks. Causing a snow storm in the ice cream storage room, and a milk flood, Mystery, Inc. discovers that three stolen armored vehicles — disguised as ice cream trucks — were full of money. The culprits are the night watchman, alias Sammy the Shrim - and his two criminal accomplices. As the sheriff leads the criminals away, Scooby and Shaggy enjoy a few hundred popsicles.

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**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

**Scooby-Doo, Where's the Crew?  
Episode #76016**

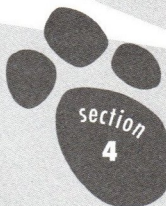
An invitation from Professor Poisson aboard the "Sea Prowler" leads Scooby and the gang to an encounter with the mysterious ghost of Captain Pescado, who guards a priceless undersea treasure trove.

**The Curse of the Viking Lake  
Episode #76017**

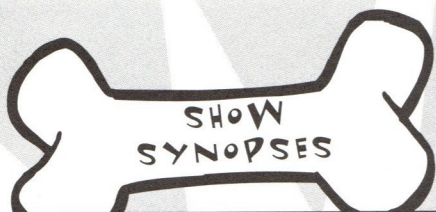
A museum curator and two geology students impersonate Viking Gods to keep people away from Viking Lake. In their scheme, they kidnap Velma's uncle, but the kids find him and uncover the geological trio's plot to use the thermal energy of the area illegally.

**Vampires, Bats and Scaredy Cats  
Episode #76018**

The Scooby-Doo gang visits their friend Lisa on a forbidding island, reportedly the legendary home of vampires. Scooby-Doo, Scooby-Dum and Shaggy have many "close calls" with a menacing bloodsucker and his fellow bats, until they discover clues that lead to unmasking the vampire as Lisa's uncle. He had hoped to obtain Lisa's inheritance through scare tactics, but his ruse was foiled by Mystery, Inc.







**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

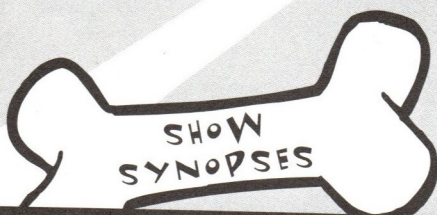
**Hang in There, Scooby-Doo  
Episode #76019**

Frightened by a Pterodactyl Ghost as they arrive in Big Canyon for the hang-gliding competition, Fred and the gang hear the legend of the prehistoric man-like flying creatures, believed to inhabit the canyon caves. When Scooby-Doo runs amok with Fred's hang glider, the kids follow him into the pterodactyl cave, where they find prehistoric carvings, a Stone-Age living room, and — behind a secret wall — tape cassettes and recording equipment. After a wild raft chase in the rapids, they capture the pterodactyl, who is really Johnny, the owner of a catering truck. Johnny had used the catering truck as a front for his music pirating business.

**The Creepy Heap from the Deep  
Episode #76020**

A creepy fog and a huge sea monster crashes the kids' party on a deserted beach. Running into an old house for cover, they find a ghostly-white sea captain whose spirit has been taken away by the monster. Rather than be scared off, the kids are intrigued by the mystery and board a raft toward a blinking light at sea. Pursued by the sea monster, Shaggy and Scooby-Doo hide in an old submarine, where they find a beauty parlor! Setting an ingenious trap, the kids capture the captain, who helps escaped convicts — like the one in the monster suit — by changing their identities and sailing them off to another country.

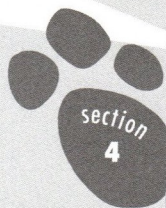
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**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977****The Chiller Diller Movie Thriller  
Episode #76021**

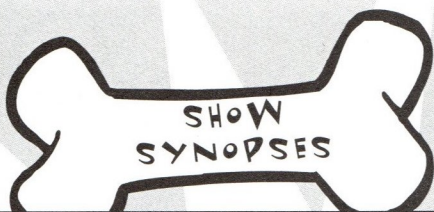
The phantom of Milo Booth — who died 20 years ago — disrupts the filming of Scooby-Dee's picture. On the train back to Hollywood, Scooby-Doo poses as his beloved cousin, Scooby-Dee, while Shaggy, Scooby-Dum and the rest of the gang protect Scooby-Dee. The phantom, who has sneaked aboard in a coffin, kidnaps Scooby-Dee, replaces her with an impostor, and hijacks the train to a graveyard. The kids capture the phantom, who is really Scooby-Dee's scheming trainer, while Milo Booth rests peacefully in his grave. When Scooby-Dee wins the Golden Rover award, her thanks go to her cousins, Scooby-Doo and Scooby-Dum.

**The Spooky Case of the Grand Prix Race  
Episode #76022**

Hoping to solve the mystery of the phantom racer and the disappearing race cars, the kids dispatch Shaggy and Scooby-Doo as decoys. Unfortunately, Shaggy is captured and taken to a hideaway beneath an old junkyard. The rest of the gang arrives as the Phantom bricks the beatnik up behind a wall. After a wild race ensues, Mystery, Inc. captures the Phantom, who, hiding behind an ancient ghost legend, has been stealing race cars and repainting them in his hideaway.







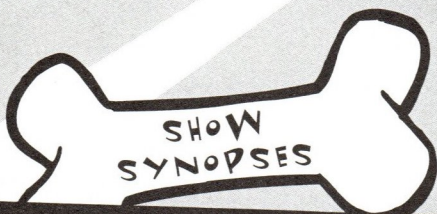
**THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977**

**The Ozark Witch Switch  
Episode #76023**

Scooby and the kids spend a stormy night in the Hatfields' cabin, and their experience brings more fears when a witch intrudes and turns Pa Hatfield into a frog. When Shaggy and Scooby-Doo try to call the police, they find that the lines have been disconnected. Fred persuades the gang to solve the mystery, so they head toward the witch's cave. The witch and a zombie chase them through the woods. Returning to the cabin, they find the whole Hatfield family has been turned into frogs. Piecing together the clues, the sleuths discover that the witch and zombie are criminals trying to scare the kinfolk out of their cabin so they can retrieve stolen money hidden under the floorboards. Happily, the gang finds the real Hatfields were actually imprisoned in a nearby sawmill.



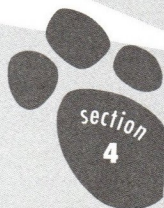
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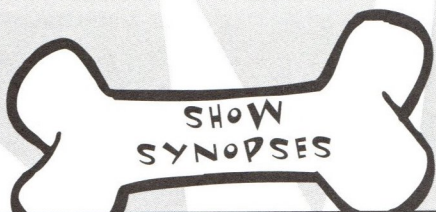
THE SCOOPY-DOO / DYNAMUTT SHOW 1976 - 1977

**Creepy Cruise**  
**Episode #76024**

The kids and Scooby go on a vacation cruise in the South Seas after winning a mystery contest. Their idyllic vacation is interrupted when a Professor demonstrates his newest invention for some investors — a Time Machine — and unwittingly sets loose a monster from 5,000 years into the future. When the Professor tries to send the monster back, the creature disappears with the investors' money. Rescuing the Professor, Mystery, Inc. cracks the case by discovering that his invention was actually the phony futuristic monster. He created the being by using a laser beam that made holographic three-dimensional images of the monster appear all over the ship.





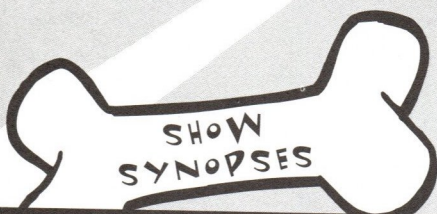


SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978

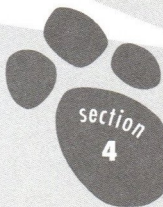
# SCOOPY'S ALL-STAR LAFF-A-LYMPICS

1977 - 1978

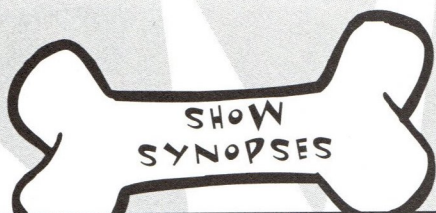
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**SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978****Swiss Alps/Tokyo, Japan  
Episode #77001**

The Really Rottens nearly steal the downhill speed contest swooshing down the Alps, until the judges notice their trickery and award first place to the Yogi Yahooeys. The Yogis move onto another win in the free-style skating contest, but lose out to the Scooby Doobys in a toboggan race. In Tokyo, the Rottens win the Sumo wrestling event by tickling their opponents with feathers, but their games do not stop the Scooby Doobys from winning the tennis match. The Scooby Doobys and Yogi Yahooeys move into the final baseball batting contest tied. The Scoobys go on to win the event — and the day — when both the Yogis and Rottens strike out.







## SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978

### Florida/China Episode #77002

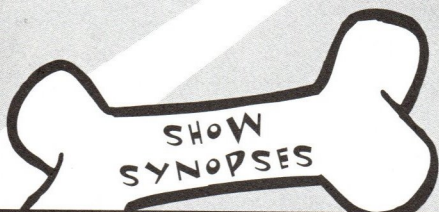
The Florida Everglades host a swamp buggy race which the Really Rottens win. In the water-skiing contest, the Yogi Yahooeys and Scooby Doobys tie, while the Really Rottens lose points for cheating. The Scoobys zoom into victory at the Nitona Beach Speedway's 50-mile auto race. In Hong Kong, the teams are neck-and-neck in a rickshaw race, but the Scooby Doobys eke out a win. The Really Rottens win the ping pong game with a few underhanded moves, while the Scooby Doobys swing to the top of the gymnastic competition. By day's end, the Really Rottens appear victorious. Hidden cheating detectors, however, spot the Really Rottens' maneuvers and the bad bunch loses all their points, giving the victory to the Scooby Doobys.

### Acapulco/England Episode #77003

Atop the cliffs in Acapulco, the Scooby Doobys splash to victory in the cliff diving contest, then score another win in the underwater scuba relay race, in spite of the Really Rottens' rancor. At the Marina, the Yogi Yahooeys take first place in the speed boat race, despite being detoured by a whale. Later in England, the teams race to the top of Big Ben, and the Really Rottens win, but the fox hunt event is a draw, with none of the teams scoring. The teams go into the final polo contest with the Yogi Yahooeys and Really Rottens tied for first and the Scooby Doobys only 10 points behind. The Really Rottens try to cheat their way to victory, but the Scooby Doobys win the match and the day.

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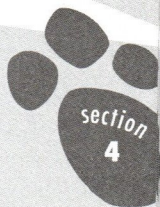


**SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978****Sahara/Scotland  
Episode #77004**

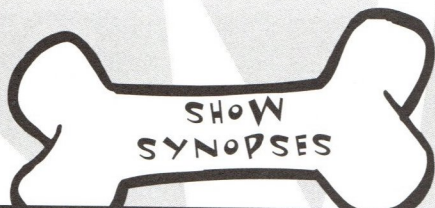
The day starts with a dune buggy race in the blistering Sahara, with the Yogi Yahooeys coming in first. In the fill-up-the-empty-oasis contest, a freak rainstorm pours the Scooby Doobys to a win. In Scotland, the teams must photograph the mysterious Loch Ness Monster, and the Really Rottens prove to be the best at charming the camera-shy beast. In the final event, a three-legged kilt race, the Really Rottens seem sure-fire winners until their cheating is discovered, giving the top spot to the Yogi Yahooeys for the day.

**France/Australia  
Episode #77005**

The Really Rottens, Scooby Doobys and Yogi Yahooeys square off in a thrill-and-spill-filled bicycle race through the French countryside, with the Yogi Yahooeys coming in first. In Paris, the Yogi Yahooeys score a second win when they capture the flag atop the Eiffel Tower. In Australia, the Scooby Doobys take the prize in the boomerang throw. During the final kangaroo race, the Really Rottens win the event — and a 50-point bonus for riding skill — making them the champs for the day.







**SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978**

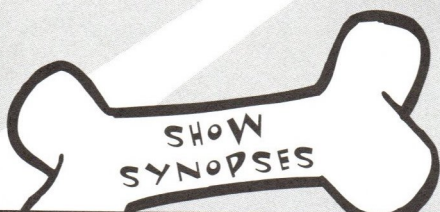
**Athens/Ozarks  
Episode #77006**

At the ancient, original Olympic site, the Yogi Yahooveys catapult to victory in the pole vault contest, then follow through to clean up in the discus free throw. The Ozarks are the setting for a wacky rail car race, which the Scooby Doobys win even though the Really Rottens pull their usual sneaky tricks. In the keel boat race, the Scooby Doobys make it up the raging rapids and sail into victory for the day.

**Italy/Kitty Hawk  
Episode #77007**

In Italy, the Scooby Doobys, Yogi Yahooveys and Really Rottens compete in a motor scooter race from Rome to Pisa. Then the action moves to Venice where a gondola race on the canals is already underway. Finally, the teams go to Kittyhawk, North Carolina, for hang gliding, sky diving and balloon racing. A surplus of schemes give the Really Rottens a win for the day.

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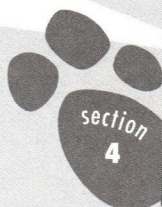
## **SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978**

### **Egypt/Sherwood Forest Episode #77008**

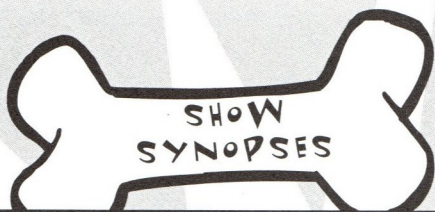
In mysterious Egypt, the Scooby Doobys win the first event by reaching the tip of the pyramid first, despite the Really Rottens' pranks and the Yogi Yahooeys' discovery of a secret elevator. In a camel race, the Scooby Doobys cross the finish line first. Sherwood Forest finds the teams in a foot race in full armor. The Really Rottens, sign-switching backfires and they find themselves bogged down, leaving the race to the Yogi Yahooeys. In the final event, a "rescue the princess" contest, the Scooby Doobys win — despite the antics of an unwilling princess — making them champions for the day.

### **Spain/Himalayas Episode #77009**

The madcap antics of the Scooby Doobys, Yogi Yahooeys and Really Rottens start in Spain when the teams must play toreador and pluck roses from an ornery bull, then race gypsy wagons over the Spanish countryside. In the Himalayas, the teams compete to see who can hang a bell on the Abominable Snowman, then run a relay race up the slopes of Mount Everest. Thanks to some fast footwork, the Scooby Doobys win.







## **SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978**

### **India/Israel Episode #77010**

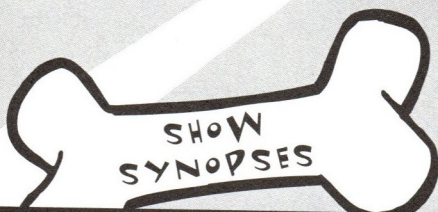
The dangerous Bengal Jungle provides the start of the day's events when the Yogi Yahooeys place first in the tiger hunt by catching a Bengal Tiger. Then, the three teams ride lumbering elephants over a course that starts in Calcutta, cuts through the Taj Mahal, and finishes on the banks of the Ganges River, with the Rottens coming in first. In historic Israel, the Negev Desert serves as the site of a sand sail race to King Solomon's Mines. The Really Rottens take the lead — but the Scooby-Doobys overtake them at the finish line. During the reed boat race across the Red Sea, a last minute tidal wave sends the Yogi Yahooeys across the finish line and into victory for the day.

### **Africa/San Francisco Episode #77011**

The steaming jungles of the dark continent set the stage for a jungle boat race up a waterfall. None of the teams score but all move on to the jungle vine swinging contest, where the Really Rottens drop into first. In San Francisco, a deep-sea fishing contest follows a rough-and-tumble roller skate race over the Golden Gate Bridge. The Yogi Yahooeys win the fishing contest, lose their boat, and still manage to catch first place in the day's events.



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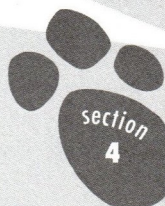
## SCOOBY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978

### **Grand Canyon/Ireland Episode #77012**

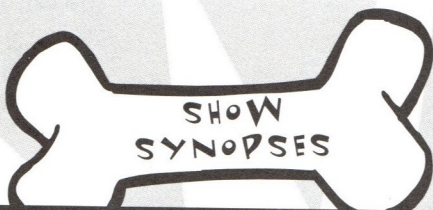
The Scooby Doobys, Yogi Yahooeys and Really Rottens come face-to-face in a burro race down the Grand Canyon! Later, a tightrope walk across the canyon tests the teams. With the Yogi Yahooeys and Really Rottens tied for first, the action moves to Ireland where the teams must catch a leprechaun's pot of gold, then tee off in a golf tournament. With a hole-in-one, the Yogi Yahooeys score a victory for the day.

### **Hawaii/Norway Episode #77013**

In Hawaii, the Scooby Doobys, Yogi Yahooeys and Really Rottens square off in a surf boarding contest and an outrigger race through shark-infested waters, with the Scooby Doobys winning in both events. Later, in Norway, the Yogis win the Viking long boat race by a stroke, while the Scoobys take the lead in the long-jump contest, making them winners for the day.







**SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978**

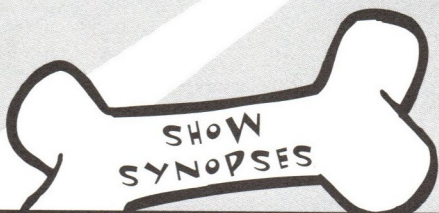
**North Pole/Tahiti  
Episode #77014**

The frigid North Pole hosts a dog sled race which the Yogi Yahooeys win by a hound-nose. Next, the teams face off in an igloo-building contest, and the Scooby Doobys win. In Tahiti, the games heat up when the Really Rottens try to win the pedal pontoon boat race by throwing coconuts at the other teams. The Yogi Yahooeys dodge the coconuts and pedal to victory. In the final event, the sand castle-building contest, the Scooby Doobys take the prize after the Yogi Yahooeys' effort is washed away. The Scooby Doobys win for the day.

**Arizona/Holland  
Episode #77015**

At Rustler's Gulch, the Scooby Doobys, Yogi Yahooeys and Really Rottens compete in bronco riding and steer roping. After a wild ride, the Scooby Doobys win the riding contest, while the Yogi Yahooeys take top spot in steer roping. In Holland, the Rottens win in the windmill riding contest, despite a penalty for cheating. In the final event, the Scoobys score a victory against the other teams — and the incoming tide — when they build their dike the fastest. Tallying the points accumulated, the Yogi Yahooeys win for the day.

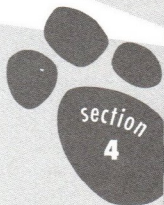
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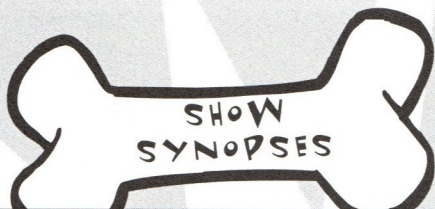
**SCOOPY'S ALL-STAR LAFF-A-LYMPICS 1977 - 1978**

**Quebec/Baghdad  
Episode #77016**

In the opening lacrosse contest, the Scooby Doobys score a win, while the Yogi Yahooeys take first place later in the Canadian tree-cutting event. When the action moves to Baghdad, the Scooby Doobys and Yogi Yahooeys are tied. In the flying carpet race, the Really Rottens release hungry moths to eat the other teams' carpets, then fly on to victory. The Rottens try their tricks again in the magic rope climbing contest, but the Scooby Doobys win, making them champions for the day.





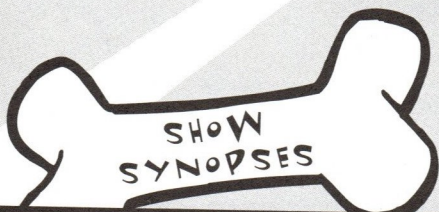


SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS  
1978 - 1979

SCOOPY-DOO,  
WHERE ARE YOU!/  
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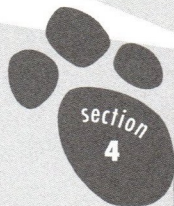
**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS  
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**Watch Out! The Willawaw  
Episode #78001**

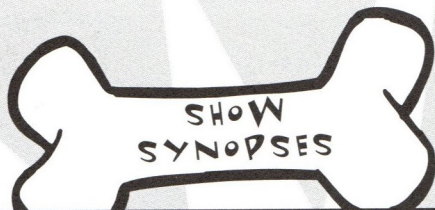
To frighten people away while running his smuggling operation, Grey Fox perpetuates the legend of the Willawaw with a hot air balloon painted like the creature. Grey Fox kidnaps Velma's Uncle Dave, a lawman, when he gets too close to the operation. Red Heron, with the help of his friend Snapping Turtle, follows Grey Fox's trail and releases their friend Dave, while Scooby, Velma, Shaggy Daphne and Fred capture Grey Fox. To the relief of all, Mystery, Inc. proves to the frightened Chippewas that Willawaw is just a big bag of hot air.

**Creepy Tangle in the Bermuda Triangle  
Episode #78002**

Dr. Grimsley, head of the Weather Eye Project, uses his knowledge of flight plans over the Bermuda Triangle to hi-jack planes. He then flies them, via remote control, to an island airstrip where they are repainted and sold overseas. Scooby and his friends, vacationing on board a sailboat, become entangled in the mystery and aid Naval Intelligence in capsizing the mysterious hi-jackings.







**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS**  
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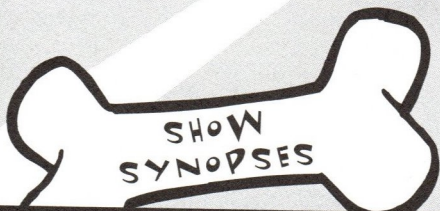
**A Scary Night With a Snow Beast Fright**  
**Episode #78003**

An urgent summons from Professor Krueger sends Scooby-Doo, Shaggy, Daphne, Velma and Freddy to the North Pole. They find the Professor has been abducted by a giant Snow Beast, a living legend of the Eskimos. Investigating, they find that Baptiste, Prof. Krueger's greedy assistant, discovered oil on the Eskimo land. Baptiste used the Eskimo legend to frighten the Eskimos while he smuggled oil in converted submarines beneath the ice. Baptiste kidnapped the Professor when Krueger became suspicious of his doings — Scooby and friends capture the conspirator and rescue the Professor.

**To Switch a Witch**  
**Episode #78004**

The appearance of Melissa Wilcox, a witch burned at the stake in 1778, plagues the New England town of Salem. The townspeople think the witch has been reincarnated as Arlene Wilcox, her direct descendant. Arlene calls her friends at Mystery, Inc. to help her. After the gang arrives on Halloween night, townsmen capture Scooby-Doo because they think Arlene has turned herself into a dog. The gang rescues their mascot and then sets off after the "real" witch. Their pursuit leads them to the cemetery where they trap the witch, who confesses to being Arlene's twin. She had wanted Arlene out of the way so she alone could have the family inheritance.

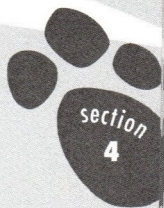
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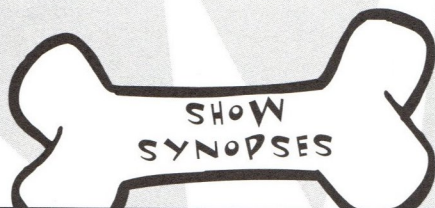
**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS**  
**1978 - 1979**

**Tar Monster**  
**#78005**

In Turkey, Stoner, chief assistant to Professor Brigston, frightens the native workers away from the discovery of the ancient city of Byzantium. Masquerading as the "Tar Monster," Stoner preys on the natives' belief in the legendary creature that protects the city. When Professor Brigston invites Scooby, Shaggy, Daphne, Velma and Fred to see the ancient city, they catch Stoner performing his charade. After turning him over to the authorities, the gang gives the treasures Stoner found to the Turkish government.







**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS**  
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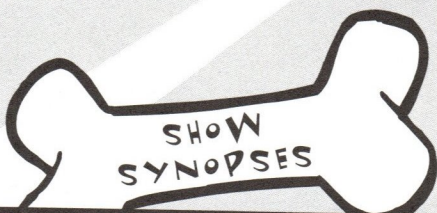
### **Highland Fling With a Monstrous Thing** **Episode #78006**

Aggie, Velma's Scottish friend, calls for the gang to come to Loch Ness and help her solve the case of the Loch Ness Monster. The waterlogged dragon has been terrorizing her hotel guests at the local castle. At the castle, the group finds a boathouse filled with cases of gleaming Swiss watches. Meanwhile, Shaggy and Scooby meet the sea monster and Scooby lands on the monster's back, heading for the figure of a bagpipe-playing ghost. When man, dog, apparition and monster collide, the gang finds that the ghostly figure is Jamie, Aggie's housekeeper, who confesses to smuggling watches and other goods from Switzerland.

### **Iron Face** **Episode #78007**

As the group water-skis in the waters off the Gulf Coast, they are terrorized by Old Iron Face and his scary group of sharks. Mama Mione, the proprietor of a waterfront cafe, tells them of the legend of Old Iron Face, a character who haunts the Skull Island prison colony. Near the jail, Scooby and the gang find a secret passage at the island's bluff that leads under the prison. Old Iron Face chases Scooby and Shaggy, but they finally collar the villain with help from a local character, Old Man Flint. Flint admits to being a federal agent who had been working on the case of Skull Island's missing prisoners. Iron Face is unmasked as Mama Mione, who used her cafe on the mainland as a cover for her real business — smuggling convicts in and out of a hideaway under the prison fortress.

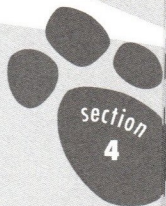
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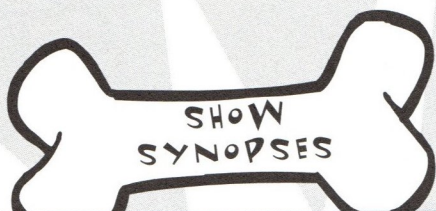
**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS  
1978 - 1979**

**The Jaguaro  
Episode #78008**

A plane, carrying the Scooby Doo Gang to Rio de Janeiro, crashes in the jungle of the Jaguaro, a half saber-tooth tiger/half-ape creature. The group meets Barney, a man who professes to be making a film of the Jaguaro worshippers on their sacred island. One of the pilots disappears and, to find him, the gang journeys to the sacred island, where the Jaguaro chases Scooby-Doo over a waterfall. The Jaguaro's costume falls apart, revealing Barney, who confesses to being partners with one of the airline pilots in a diamond-mining scheme. The gang finds the missing pilot in Barney's boat and learns from him that the villain further capitalized on the Jaguaro legend to frighten off those natives who had learned of the gemstone ruse.







**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS  
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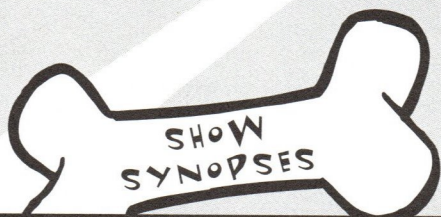
**Beeline Away From That Feline  
Episode #78009**

Daphne's Aunt Olivia unexpectedly receives a medallion of the Cat Creature. Soon after, she dreams she has turned into the Cat Creature, who stalks the night committing robberies. Dr. Bell, who treats Olivia's condition, appears suspicious of the Scooby-Doo Gang. Trying to help, the gang convinces Shaggy and Scooby to sleep in Aunt Olivia's bedroom. During the night, Shaggy disappears and the Cat Creature takes his place. Then, the Creature chases Scooby into an elevator, where it collapses. Fred unmasks the crazed Cat as Dr. Bell, who confesses to hypnotizing Aunt Olivia into thinking she was the criminal feline.

**The Creepy Creature of Vulture's Claw  
Episode #78010**

The Scooby-Doo gang, visiting Professor Greer's botanical gardens, meets a seven-foot, humanoid Praying Mantis. The Professor credits the Mantis's creation to a disastrous experiment and urges Mystery, Inc. to leave immediately. While they search for the Mantis through muddy tunnels and secret passages, the group discovers oil on the property. Coupled with some other clues, the group captures and unmasks the Mantis, exposing it as Dr. Greer, who was frightening visitors away until he could secure property rights to the land — and its oil riches.

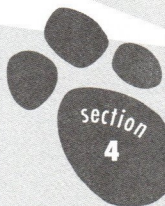
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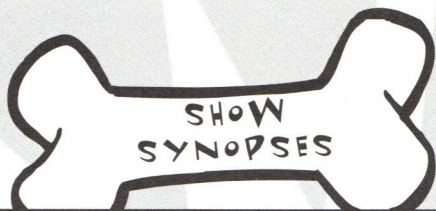
**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS**  
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**The Diabolical Disc Demon**  
**Episode #78011**

A major songwriter for Decade Recording Studios disappears, leaving his last song unfinished. When the studio tries to record it, all the sound equipment explodes, revealing the ghostly figure of the Disc Demon, who tries to steal the song. Pursuing the apparition, the Scooby-Doo gang seizes the villain, who turns out to be Ace Decade. He confesses that after the songwriter discovered Ace was stealing records from his uncle's studio to sell for a profit, he kidnapped him to silence his evidence. As the Demon, Ace tried to prevent the song from being recorded because the first notes of the music spelled out the only clue the writer left before he was kidnapped.







**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS  
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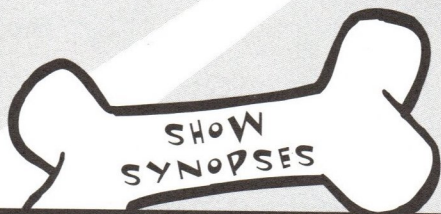
**Scooby's Chinese Fortune Kooky Caper  
Episode #78012**

Scooby-Doo, Shaggy, Daphne, Velma and Fred travel to Rampoo, China, to visit their friend, Kim Chow Lin, who lives at the Palace of Rampoo. Kim stands to inherit his family's fortune, but the legend of the Moon Monster plagues him. The myth decrees that the family fortune should be thrown into the sea or the palace inhabitants will turn to stone. Kim rejects the legend, until he sees his uncle become a statue. He then decides to discard his riches and Mystery, Inc. follows the treasure's path through the ocean's currents to an underground cave below the palace. They surprise the Moon Monster — as he revels in the treasures — and unmask him as Kim's Uncle Chin, who tried to use the legend to frighten his nephew out of the family inheritance.

**A Menace in Venice  
Episode #78013**

The four medallions of the Doge Malvalio are stolen from his descendant, Antonio, by the Ghostly Gondolier. The specter leaves clues for Scooby and the gang to follow. Mario, a relative from another branch of the Malvalio family, discovers that the four medallions form a key that opens the ancient treasure chest of the Doge. Assuming the disguise of the Gondolier, Mario almost frightens everyone away from the treasure, until Shaggy and Scooby-Doo halt his scare tactics.

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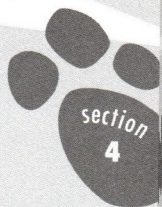
**SCOOBY-DOO, WHERE ARE YOU! / SCOOBY'S ALL-STARS**  
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**Don't Go Near the Fortress of Fear**  
**Episode #78014**

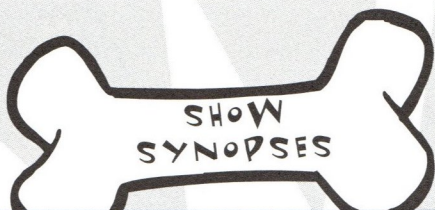
The gang vacations in Puerto Rico and visits the local museum, where they witness a robbery of precious artifacts. After touring El Morro Fortress and learning of its legendary ghost, the group finds an underground tunnel leading to the museum's basement. They solve the mystery after unveiling the ghost as Captain Eddy, a tour guide, who was aiming the fortress's cannon toward his anchored boat, amassing a potential fortune by shooting the artifacts into his fishing nets.

**The Warlock of Wimbledon**  
**Episode #78015**

Jimmy Pelton, the famous teenage tennis pro, recruits Mystery, Inc. to help him solve the mystery of an ancient druid, Warlock Amthos. During Jimmy's final tennis match at Wimbledon, an appearance from the druid distracts him and he almost loses the set. Scooby-Doo and the gang seize the warlock, exposing him as Nick, Jimmy's manager. Hoping to bankrupt Jimmy after losing the match, Nick planned to buy the mortgage to the teenager's Pelton Manor, thereby fulfilling his family's ancient curse on Jimmy's ancestors.





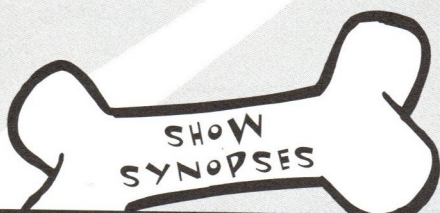


**SCOOPY-DOO, WHERE ARE YOU! / SCOOPY'S ALL-STARS**  
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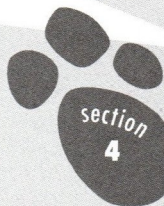
**The Beast Is Awake in Bottomless Lake**  
**Episode #78016**

On a vacation trip to a Canadian fishing village, Scooby-Doo, Shaggy, Daphne, Velma and Fred encounter trouble in the guise of a terrifying Lake Monster. Trying to unravel the mystery of the drying lake — and its monster — the group discovers an underground tunnel. It leads to a cave filled with large crates and electronic equipment that regulates the lake's water. Soon after, Mystery, Inc. exposes the creature's identity — a costumed crook who was trying to ship crates of stolen gold from the U.S. to Canada. Scooby-Doo and the gang turn the thief over to customs officials and the lake returns to normal.

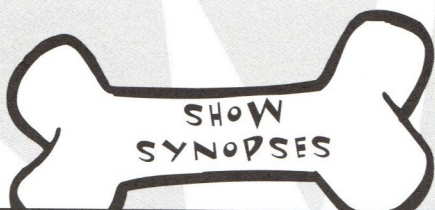
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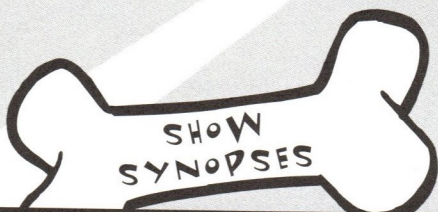


SCOOBY AND SCRAPPY-DOO 1979 - 1980

# SCOOBY AND SCRAPPY-DOO

1979 - 1980

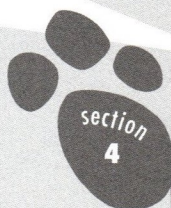
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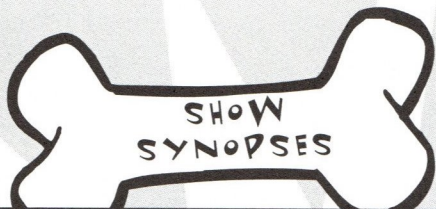
**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

**The Scarab Lives  
Episode #79001**

The Scooby-Doo gang's favorite comic-book super hero, the Scarab, comes to life — as a super villain! Trying to prove their idol's innocence, the gang convinces the Scarab's creator not to quit his drawing and — following clues into a showdown in the comic book print room — unmasking the villain posing as the Scarab. A rival artist at the comic book company had perpetuated the crime wave by donning a blue Scarab costume and robbing jewelry stores. He had hoped that diminishing the Scarab's popularity would put him in line for a bigger position at the company. After Mystery, Inc. turns in the conniving cartoonist, the Scarab's popularity returns, "richer" than ever.







**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

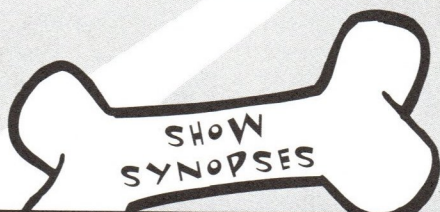
**The Night Ghoul of Wonderworld  
Episode #79002**

Scooby-Doo, Scrappy and friends buy Velma her fantasy — which is to become “Watson for a Day,” assistant to a robotic Sherlock Holmes in the futuristic Londonworld. Just one of the many lands in the Wonderworld adult amusement park, Londonworld authentically replicates the British scene. Acting as Watson, Velma investigates the case of the missing crown jewels only to discover that Wonderworld’s owner is actually the terrifying thief: the Night Ghoul of Wonderworld! After the villain is apprehended, the gang discovers that Wonderworld was a “front” for the owner’s burglary activities.

**Strange Encounters of a Scooby Kind  
Episode #79003**

A space alien steals billions of dollars worth of rare metals from a nuclear research lab and flies away in his spacecraft. At a nearby construction site, the spacecraft returns, scooping up Scooby, Shaggy and Scrappy, who are camping. Using a construction crane, Fred, Daphne and Velma follow the creature’s flight and bring down the saucer. The police arrive and unmask the alien, as a human thief who attempted to hide the precious metals under a construction site cement slab for later sale on the black market.

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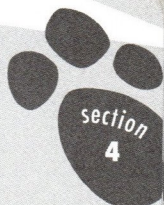
**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

**The Neon Phantom of the Roller Disco!**  
**Episode #79004**

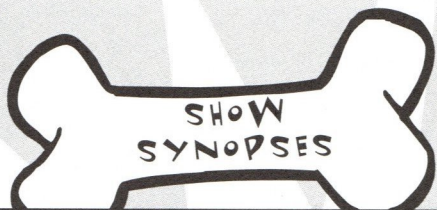
Sparklers Rollo Disco, deserted due to the terrifying antics of the Neon Phantom, faces bankruptcy. Trying to help the owners, the Scooby-Doo gang stage a trap for the Phantom and find the ghost is a plotting landlord whose property adjoins the rink. He feared the roller disco's popularity and expansion would close his nearby business.

**Shiver and Shake, That Demon's A Snake**  
**Episode #79005**

A skulking Snake Demon interrupts the group's pleasure cruise to Haiti. Following the serpent's trail, the gang ensnares the snake, who is actually a crew member disguised as the demon to frighten passengers off the ship. Clever deducing leads Mystery, Inc. to the thief's plan. After everyone had fled, the demon would steal silver aboard the ship, melt it, and store the ingots in the ship's hold. Then, for cash, he would unload the riches during the upcoming Mardi Gras celebration.







**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

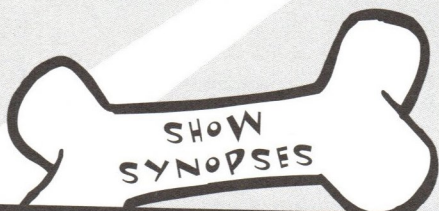
**The Scary Sky Skeleton  
Episode #79006**

Scooby, Scrappy, Shaggy, Daphne, Velma and Fred attend an air show in the desert only to be disappointed when a "Sky Skeleton" menaces the entertainment. Searching for clues, the group discovers a desert cave, housing a computer-controlled "Skeleton Plane." Further investigation leads them to apprehend the local university's geologist, who had unearthed oil on the arid airfield and tried to scare everyone away from the site.

**The Demon of the Dugout  
Episode #79007**

The Scooby-Doo gang investigates the disturbing appearance of the Dragon Beast at the final game between the American and Japanese national baseball teams. When the frightened American team withdrew from the series, it forfeited the Nakamura Diamond Trophy. The prize itself arouses Velma's suspicions and she soon realizes the trophy was a fake. When confronted with the evidence, the stadium owner confesses, admitting he sold the original trophy to cover his heavy business losses — and fabricated the beast.

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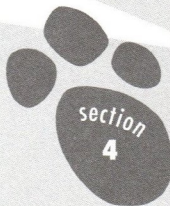
**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

**The Hairy Scare of the Devil Bear  
Episode #79008**

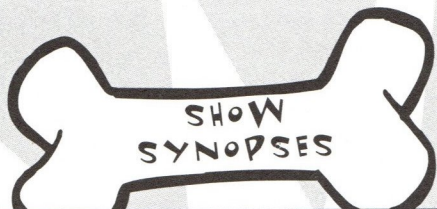
Visiting the Grand Canyon, Mystery, Inc. stumbles upon an area haunted by an old Indian legend — the Devil Bear. The group's investigation discloses that the assistant to an archaeologist team surveying the area had dug up ancient Indian treasures and used the Devil Bear as a ruse to frighten people away.

**Twenty Thousand Screams Under the Sea  
Episode #79009**

The Sea Beast of the Aztecs surfaces and scares away all the divers from the cliffs of Acapulco. Becoming suspicious, Scooby, Scrappy and the gang find the creature is a fake, designed to frighten other divers from discovering an old treasure-filled sunken Spanish galleon. Capturing the nautical beast and turning him over to the authorities, Mystery, Inc. has the treasure sent to the local museum for viewing.







## SCOOPY AND SCRAPPY-DOO 1979 - 1980

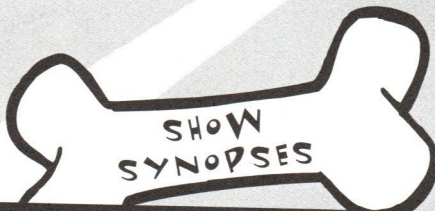
### **I Left My Neck in San Francisco Episode #79010**

A hideous Lady Vampire sucks the fun out of the Scooby-Doo gang's visit to San Francisco. From the Vampire's appearance, Velma follows a hunch that leads to the recovery of jewels that the notorious thief, Lefty Callahan, stole years ago. With some bloodcurdling clues and fang-tastic reasoning, Mystery, Inc. correctly deduces that the Lady Vampire is a cover-up for Lefty, and captures the toothy scoundrel.

### **When You Wish Upon a Star Creature Episode #79011**

Due to the monstrous Star Creature's alarming aura, the Greenfield Observatory stands deserted. Coinciding with the creature's appearance and recklessness, a rash of thefts leaking confidential information has plagued the nearby Star Laboratories. With a constellation of clues, Mystery, Inc. unravels the mystery by demonstrating that the observatory owner had been aiming the planetarium's powerful telescope on Star Laboratories. With that close-up view, he was able to copy the lab's potentially lucrative, secret documents. Unable to escape the gang's clutches, the owner confesses to creating the Star Creature with special lighting so he could distract people from discovering his espionage activities.

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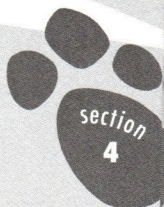
**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

**The Ghoul, The Bat and The Ugly  
Episode #79012**

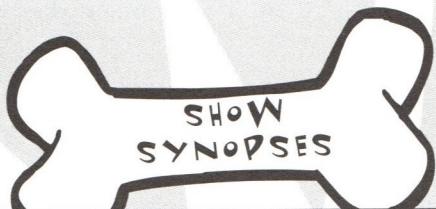
Scooby-Doo, Scrappy-Doo, Shaggy, Daphne, Velma and Fred attend the Batty Awards to screen the best horror film of the year. While there, the ominous presence of the Shadow Creature disrupts the festivities, shredding the film to pieces. The discovery of an old valuable stamp book tips off Mystery, Inc. to the villain's identity — the Batty Awards Show master of ceremonies. He confesses to assuming the shadowy disguise to ruin the film because a scene inadvertently showed him burglarizing a local stamp shop.

**Rocky Mountain Yiiiiiii  
Episode #79013**

The terrifying ghost of Jeremiah Pratt has frightened skiers and vacationers from a mountain ski lodge area and the Scooby-Doo gang pledge to solve the mystery. Following the "ghost's" tracks, the group finds the apparition to be Jeremiah Pratt's great, great-grandson. The villain admits he planned the ruse to frighten visitors away from discovering he had unearthed his ancestor's cache of a stolen government gold shipment.







**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

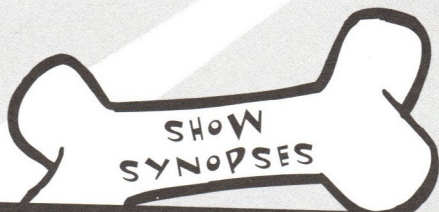
**The Sorcerer's A Menace  
Episode #79014**

In an occult-laden case, Mystery, Inc. investigates the disappearance of the Black Pearl of Tonga Lei. At first, Scooby, Scrappy and the sleuths believe the gem was stolen by Morgan the Magician's former teacher, the Ghost of the Great Haldayne. Following clues, the young detectives realize that the ghost and the disappearance of the pearl were illusions, planned to give Morgan time to hide the pearl. Confronted with the evidence, Morgan confesses and faces a lengthy prison sentence.

**Lock the Door, It's a Minotaur  
Episode #79015**

Visiting the beautiful Greek island of Helos, the Scooby-Doo gang encounters the terrifying Minotaur. Ignoring the creature's foreboding warning to leave the island, Mystery, Inc. chooses to stay. Searching for clues, Velma discovers that the Minotaur is a disguise conceived by a black marketer, to keep the islanders from discovering art treasures hidden in labyrinths during World War II.

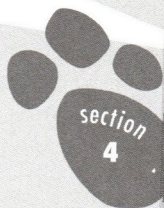
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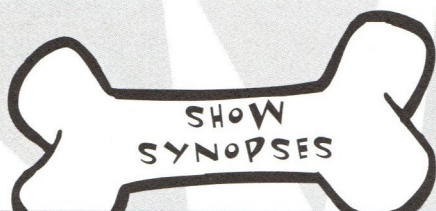
**SCOOPY AND SCRAPPY-DOO 1979 - 1980**

**The Ransom of Scooby Chief  
Episode #79016**

While visiting his old neighborhood with his Uncle Scooby-Doo, Scrappy meets his old friends, Annie and Duke. The group busily renew old acquaintances until they realize Scooby and Shaggy have been abducted and held for ransom. With his old gang helping him, Scrappy manages to rescue Scooby and Shaggy, as well as capture the kidnapers.





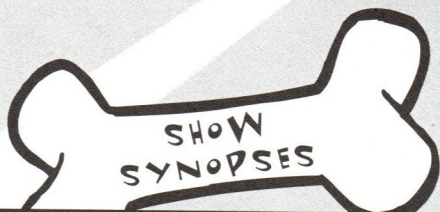


SCOOPY AND SCRAPPY-DOO,  
THE RICHIE RICH / SCOOPY-DOO SHOW 1980-81

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**SCOOPY AND SCRAPPY-DOO,  
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**A Close Encounter With a Strange Kind  
Episode #80001**

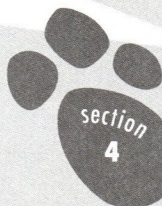
Scooby, Shaggy and Scrappy-Doo are kidnapped and taken aboard a flying saucer by aliens on an observation mission to earth. The outrageous antics of the group, as they try to escape, convince the space creatures that earth creatures are not worth studying.

**A Fit Night Out for Bats  
Episode #80002**

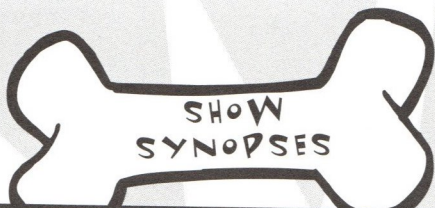
A flat tire on a rainy night sends Shaggy and the zany dogs for help at a nearby Victorian mansion. The vampire-type inhabitants appear friendly, but the trio soon realize that two dogs and a beatnik are on the menu for dinner. Keen to each other's motives, a chase ensues and the gang escapes, speeding away into the night with a giant donut from the manor's kitchen replacing their flat tire.

**The Chinese Food Factory  
Episode #80003**

Shaggy takes a job as a night watchman in a fortune cookie factory. Scooby and Scrappy-Doo accompany him, thinking they've finally found a solution to their hungry appetites. Later that night, while eating a feast of noodles, the group encounters a burglar. After a harrowing chase, the dogs lasso the culprit with a giant noodle and turn him over to the police.







**SCOOPY AND SCRAPPY-DOO,  
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**Scooby's Desert Dilemma  
Episode #80004**

On a vacation in Arabia, the trio meet an evil magician, who sees them as the perfect candidates for his black magic. After several close encounters with the magician, Shaggy quickly places a mirror in front of him and the villain unwittingly casts a spell, turning himself into a monkey.

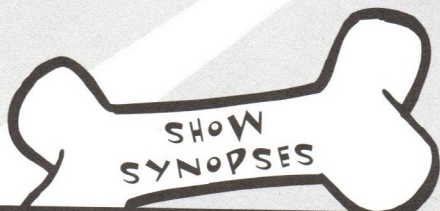
**The Old Cat and Mouse Game  
Episode #80005**

Visiting the Tibetan Mountains, the friends discover a hideaway inhabited by the wicked Cat Man and his evil felines. He throws Shaggy, Scooby and Scrappy into the "shrinking water fountain," reducing them to the size of mice. In their diminutive forms, the three manage to evade Cat Man's clutches, push him into the shrinking waters, and escape from Cat Land. Once away from the "catty" atmosphere, the friends return to normal statures.

**Stow-aways  
Episode #80006**

Mistaking a ship for a floating restaurant, a hungry Shaggy, Scooby and Scrappy climb aboard. Once afloat, they realize their error and spend the remainder of the cruise avoiding an angry first mate, who hates stowaways. As they near shore, the trio escapes, using a broken lifeboat as a water ski.

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**SCOOPY AND SCRAPPY-DOO,  
THE RICHIE RICH / SCOOPY-DOO SHOW 1980-81**

**Mummy's the Word  
Episode #80007**

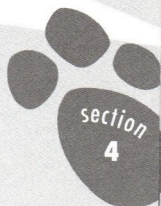
Traveling in the Sahara Desert, the gang enters a mysterious pyramid housing the evil Mummy Man. The group shakes and shivers until Shaggy and Scrappy-Doo unravel his wrappings, disclosing mere thin air — and the mummy's footprints leading off into the desert. Not wanting to provoke any danger, the three rush away in the opposite direction.

**Hang in There Scooby  
Episode #80008**

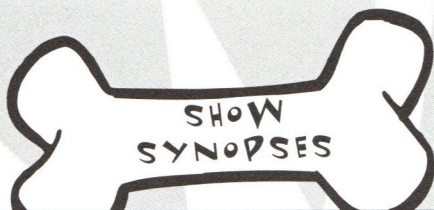
Using a hang glider to get down a steep cliff to the beach, Scooby, Shaggy and Scrappy instead fly on an errant breeze over the city. Dodging airplanes, tall skyscrapers and an angry condor, the trio finally crash-land atop a beach umbrella, and cheerfully head off for a day of surfing.

**Stuntman Scooby  
Episode #80009**

Shaggy, Scooby and Scrappy, mistaken for movie stunt men, wreak havoc throughout the filming of scenes involving a gorilla chase and fake hurricane. Once the harassed director realizes his error, he hands the bungling trio a new set of props — rag-bags and a stick to pick up papers — to use behind the cameras.







**SCOOPY AND SCRAPPY-DOO,  
THE RICHIE RICH / SCOOPY-DOO SHOW 1980-81**

**Scooby's Three Ding-a-ling Circus  
Episode #80010**

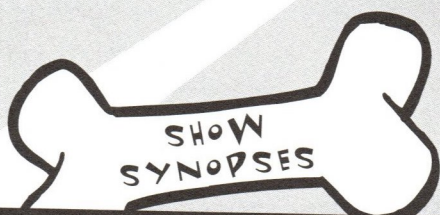
Taking jobs as circus helpers lead the trio to a stint in Scooby's Three Ding-a-ling Circus. Erroneously appearing on center stage, the gang's antics are so gleefully applauded by the audience that the circus boss offers them a contract. Grateful, but not willing to make fools of themselves again, Shaggy and Scooby grab Scrappy and flee into the night.

**Scooby's Fantastic Island  
Episode #80011**

A fishing trip ends in disaster when the three land on a deserted island, meeting a caveman and other prehistoric creatures. After many strange encounters, Shaggy befriends the caveman, who offers his over-endowed daughter to him in marriage. Afraid of the impending union, the group races back to the beach, where they quickly salvage their boat's remnants and row off into the horizon.

**Long John Scrappy  
Episode #80012**

Cut-throat the Pirate shanghais Scrappy, and Shaggy and Scooby hurry to his rescue. Determined to save the little nephew, Scooby and Shaggy quickly dispose of the villain, setting him afloat as they sail away in his ship.



**SCOOBY AND SCRAPPY-DOO,  
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**Scooby's Bull Fright  
Episode #80013**

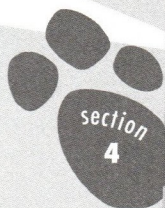
In the bullfighter's arena, Shaggy and Scooby-Doo must match brawn with an angry bull. When his friends appear too scattered and scared to win the contest, Scrappy does a quick substitution, emerging victorious as the crowd cheers him on.

**Scooby Ghosts West  
Episode #80014**

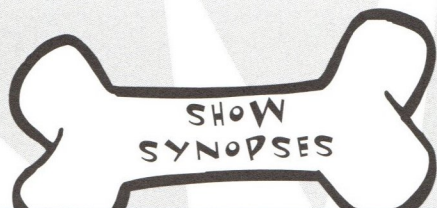
Scooby and his two friends explore an old ghost town and have one fright after another. While they manage to escape, they all admit their experience has validated their belief in ghosts.

**A Bungle in the Jungle  
Episode #80015**

Shaggy, Scooby and Scrappy embark on a butterfly hunt in a deep dark jungle. Even though they tangle with lions, pythons and an evil ape-man, Scrappy declares them the greatest butterfly-catching team of all.







**SCOOPY AND SCRAPPY-DOO,  
THE RICHIE RICH / SCOOPY-DOO SHOW 1980-81**

**Scooby's Fun Zone  
Episode #80016**

The gang does not find much fun at the carnival, particularly when they scrimmage with the strongman. Forced to flee from other circus performers after their muscular meeting, the trio disguise themselves as clowns and get dunked in the water to satisfy the belligerent big top bunch.

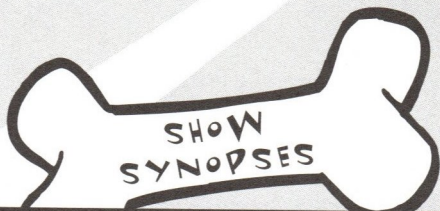
**Swamp Witch  
Episode #80017**

The Swamp Witch invites Shaggy, Scooby and Scrappy to dinner and they accept — until they learn they will be served as the main course. Taking desperate measures, the group steals her wand and turns her into a frog, she then flies off into the night on her magic broomstick.

**Sir Scooby and the Black Knight  
Episode #80018**

While touring Scotland, the gang maneuvers around a medieval castle to escape the clutches of a Black Knight chasing them. They prove to be too much for the ancient warrior, leaving him in the moat as they move onto better hotel accommodations.

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**SCOOPY AND SCRAPPY-DOO,  
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**Waxworld  
Episode #80019**

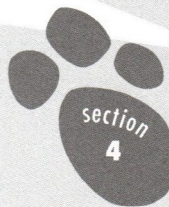
In London, a Wax Master menaces Shaggy, Scooby and Scrappy. Wanting to add the trio to his collection, the Wax Master becomes a target of his own motives when the three escape danger by dipping the villain into a giant vat of hot wax.

**Scooby in Wonderland  
Episode #80020**

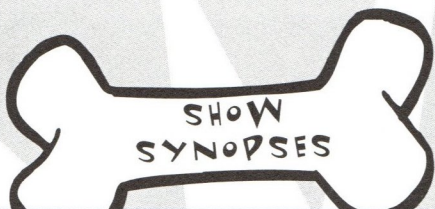
Shaggy reads *Alice in Wonderland* and soon, Scooby and Scrappy dream of cavorting at the Mad Hatters' Tea Party. When the queen orders their "heads off," the hounds snap out of their snooze, realizing their wonder had actually made them woozy.

**Scrappy's Birthday  
Episode #80021**

Shaggy and Scooby-Doo reminisce about the chaos-filled day Scrappy was born in St. Bernard's Hospital. As the little puppy — infamous for shoving Shaggy and Scooby into dangerous situations — blows out his candles, he declares he could never cause as much trouble now as he did the day he was born.







**SCOOPY AND SCRAPPY-DOO,  
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**South Seas Scare  
Episode #80022**

When the Fire God escapes from his volcano, his pyrotechnic antics threaten the gang's Hawaiian holiday. Chasing the trio all over the island, the god incurs the wrath of Shaggy, who becomes so angry he rushes the spirit back into his volcano.

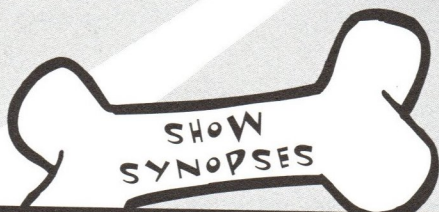
**Scooby's Swiss Miss  
Episode #80023**

While vacationing in the Swiss Alps, Scooby-Doo falls in love with a beautiful French poodle. He saves her from a ferocious bear, but freezes when he realizes she plans to marry him. Determined to keep his Uncle single, Scrappy saves him from matrimony and the two — accompanied by Shaggy — continue to enjoy their bachelor dogs' lives.

**Alaskan King Coward  
Episode #80024**

Panning for gold in the Yukon, Scooby, Shaggy and Scrappy meet an Ice Monster who chases them over snow-covered slopes. Being fast on their feet helps the gang trap the creature in a frozen water channel, embedding him permanently in the ice.

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**Et Tu, Scoob?  
Episode #80025**

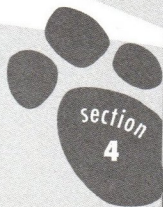
In Rome's Colosseum, the gang encounter fierce lions and an angry gladiator. As they speed around and out of the arena, they vow that never again will they eat pizza with pepperoni, anchovies, onions, chocolate sauce, garlic and whipped cream if the meal causes a nightmare like this one.

**Soggy Bog Scooby  
Episode #80026**

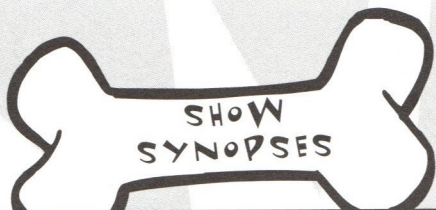
Fishing in an eerie lagoon, the trio reel in a Swamp Monster. The creature chases them all over the swamp until they manage to tie him to a riverboat as they merrily sail out of the ill-fated lagoon.

**Scooby Gumbo  
Episode #80027**

Visiting the Mardi Gras in New Orleans, Shaggy, Scooby and Scrappy look forward to eating some of the city's famous gumbo. A fancy French chef evicts them from his restaurant, declaring "no dogs allowed." The cook takes the group in after he tastes "Scooby's Gumbo," a canine creation produced from a destructive romp in the chef's kitchen.







**SCOOPY AND SCRAPPY-DOO,  
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**Way Out Scooby  
Episode #80028**

The group accidentally board a rocket to Mars with a sophisticated robot. They bungle the trip, but take a right turn when they travel back to earth with both a Martian soil sample and the robot.

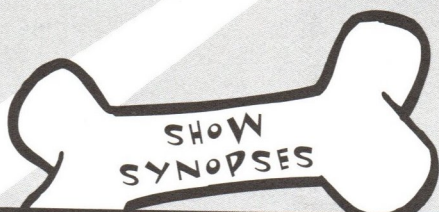
**Strongman Scooby  
Episode #80029**

Shaggy enrolls his two friends in a one-day bodybuilding exercise program. The activities yield little results, particularly when they encounter a bully that taunts them throughout the day. Retaliating against him, Scooby and Scrappy turn down Shaggy's offer of additional exercises as they race out of the gym.

**Moonlight Madness  
Episode #80030**

A pilgrimage to Shaggy's ancestral home, Moonlight Castle in Austria, turns him into a werewolf-hulk creature. Poor Shaggy resumes his more human form after Scrappy and Scooby convince him to leave the ill-fated mansion.

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**Dog Tag Scooby  
Episode #80031**

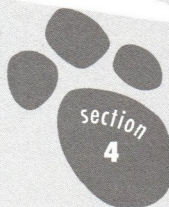
Visiting a military base, the trio inadvertently get drafted into a rigorous training course. Fortunately for the Army, the Drill Sergeant — after several mishaps with the gang — realizes the error and sends Shaggy, Scooby and Scrappy back to civilian life.

**Scooby at the Center of the World  
Episode #80032**

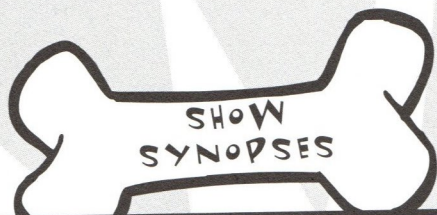
At the Carlsbad Caverns, Rock Monsters and giant bats terrorize Shaggy, Scooby and Scrappy. Racing through the caves, they manage to escape, with only two “pet rock monsters” for souvenirs.

**Scooby's Trip to Oz  
Episode #80033**

Scooby dozes off while watching *The Wizard of Oz* and becomes totally immersed in the classic L. Frank Baum story. Just when his dream turns into a nightmare, Scrappy fortunately awakens him.







**SCOOPY AND SCRAPPY-DOO,  
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**A Fright at the Opera  
Episode #80034**

Scooby, Shaggy and Scrappy are trapped inside a Parisian theater with a scary phantom. One chase after another finally leads to the specter's capture as the gang escapes.

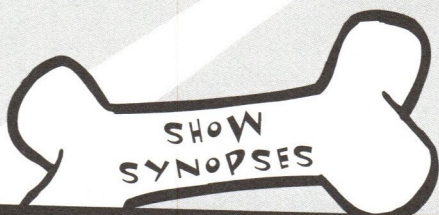
**Robot Ranch  
Episode #80035**

The trio treks to Robot Ranch, where they wrangle with the Robot Master. It wants to turn Shaggy, Scooby and Scrappy into fellow robots. Scooby de-programs the other robots, encouraging them to rebel against their leader. The group hurriedly files away.

**Surprised Spies  
Episode #80036**

Shaggy, Scooby and Scrappy are drafted by the FBI to perform an act of espionage. Trying to deliver a box with confidential contents, the group hassles with spies and secret agents. Their ultimate success culminates in the trio receiving medals of courage.

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**SCOOPY AND SCRAPPY-DOO,  
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**The Invasion of the Scooby Snatchers  
Episode #80037**

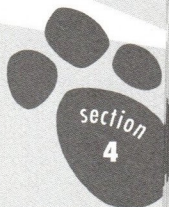
A space villain kidnaps and clones Shaggy, Scooby and Scrappy, using them to seize control of a local television station. The space villain abandons his plans to bully the earth into submission when Shaggy, Scooby and Scrappy — and their equally clumsy clones — botch the entire operation.

**Scooby Dooby Guru  
Episode #80038**

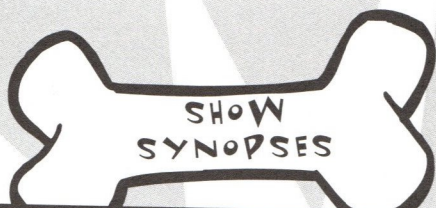
A Bengal tiger and an angry guard interfere with the gang's stay at the Taj Mahal. After a chase ensues following the two factions, Scooby, Scrappy and Shaggy bring the pursuit to a hilarious conclusion when they discover the ruins of the ancient rajahs and are pronounced local heroes.

**Scooby and the Bandit  
Episode #80039**

Paying homage to the rowdy film, Scooby, Shaggy and Scrappy tangle with a pair of rough truckers. Unintentionally, the trio bait the men into speeding toward them in hot pursuit. When the entire group enters the wrong side of a train tunnel, Scooby emerges as the engineer, with the truckers stuck in a smokestack.





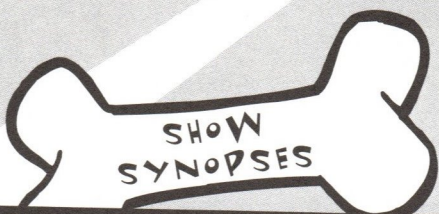


SCOOPY AND SCRAPPY-DOO 1981-82

# SCOOPY AND SCRAPPY-DOO

1981 - 1982

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## **SCOOPY AND SCRAPPY-DOO 1981-82**

### **Scooby-Nocchio Episode #81001**

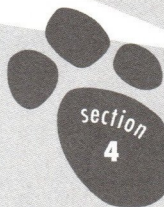
Scooby falls asleep while watching the movie "Pinocchio" and dreams he, Scrappy and Shaggy turn into donkeys on Paradise Island. He awakens to reality, relieved to find his only problem will be removing a popcorn box stuck to his nose.

### **Lighthouse Keeper Scooby Episode #81002**

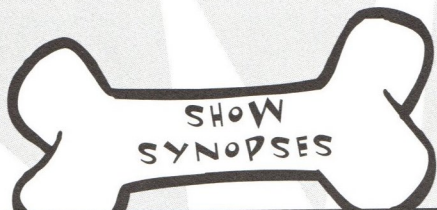
During a storm, Shaggy, Scooby and Scrappy take shelter in an old, abandoned lighthouse. The spirit of an old sea captain terrorizes them, but Scooby pretends to be the ghost of an "old sea dog" which scares the ghostly mariner back to the ocean's depths.

### **Scooby's Roots Episode #81003**

When the gang visits Grandpa Scooby, they discover that Scooby Mansion is haunted. The brave little Scrappy realizes the ghosts are all his late relatives and soon, everyone enjoys a *very* "old-fashioned" family reunion.







## SCOOPY AND SCRAPPY-DOO 1981-82

### **Scooby's Escape from Atlantis Episode #81004**

A storm at sea takes Scooby, Shaggy and Scrappy to the ancient city of Atlantis, where they battle sea creatures and an evil centaur. Fortunately for the trio — as danger never ceases to loom — a whirlpool pushes them back to the safety of the calm seas of the present.

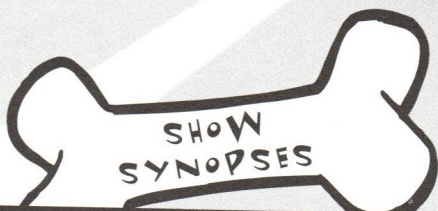
### **Excalibur Scooby Episode #81005**

When little Scrappy pulls the magical sword, Excalibur, out of a rock, Merlin the Magician automatically proclaims him the ruler of England. Scrappy gives the sword to Scooby, who in turn passes it on to a toad. Happy to depart the premises before another round of sword switching, the group leaves the English countryside as they hear the toad giving Merlin his orders.

### **Scooby Saves the World Episode #81006**

Accidentally launched into space, Scooby, Scrappy and Shaggy clash with an evil alien who plans to destroy the world. Their comical capers convince the fiendish space creature to jettison into outer space, and — since their bungling was successful in botching the alien's scheme — Scooby takes credit for saving the world.

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## **SCOOPY AND SCRAPPY-DOO 1981-82**

### **Scooby Dooby Goo Episode #81007**

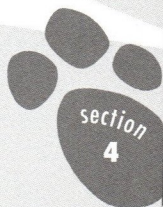
When they stay too long in the steam bath at Al's Gym, Shaggy and Scooby become babies. Their youthful pranks send Scrappy into an exhausted sleep. When he awakens, he happily sees that his Uncle Scooby and Shaggy have finally "grown up."

### **Rickshaw Scooby Episode #81008**

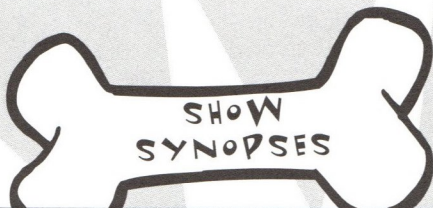
As rickshaw drivers in ancient China, Scooby, Shaggy and Scrappy tangle with a Fire-Breathing Dragon. Playing firemen, they extinguish the giant creature's blaze and then convince him to pull their rickshaw as they tour the countryside.

### **Scooby's Luck of the Irish Episode #81009**

A leprechaun proclaims he "hasn't had so much fun in centuries" when he tries to outwit Scooby, Shaggy and Scrappy from finding his gold. Following several disastrous encounters with a wailing Irish spirit, Shaggy convinces his two friends to stick to bowls of Irish stew rather than pots of leprechaun gold.







## SCOOPY AND SCRAPPY-DOO 1981-82

### **Backstage Scooby** **Episode #81010**

The gang gets hired as assistants to Marvo the Magician and, through their blunders, make him disappear. In spite of this mishap, they try to put on a show, but disappear as Marvo re-appears and tries to saw Scrappy in half.

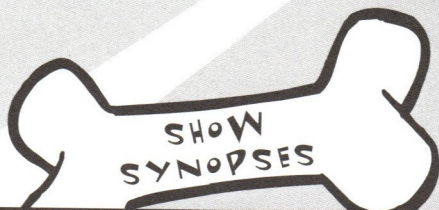
### **Scooby's House of Mystery** **Episode #81011**

Madame Olga uses her house of mystery to try and get Scooby's and Scrappy's puppy-dog tails for her magic beauty potion. Madame Olga remains doomed to ugliness when the trio retreats from the goings-on in her awful abode.

### **Sweet Dreams Scooby** **Episode #81012**

Locked in a museum overnight, Scooby, Shaggy and Scrappy each dream of individual feats in prehistoric times, World War I and Revolutionary America. The next day, the museum guard reveals their slumber's influence, as he finds them each in their own special exhibits.

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## **SCOOPY AND SCRAPPY-DOO 1981-82**

### **Scooby-Doo 2000 Episode #81013**

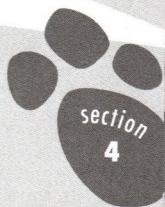
Washing a Big Ben-type clock sends the gang spinning into a futuristic world's toy shop. Pursued by a King Kong toy, the trio escapes by sliding down a digital clock pole that sends them back to their former time zone.

### **Punk Rock Scooby Episode #81014**

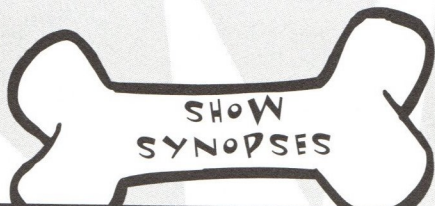
The gang enters a punk rock contest invaded by space aliens who look like Scrappy. The multiple-Scrappy invasion leaves such a spectacular impression that the trio wins the competition. Giving them the trophy, they convince the orbital creatures to head back home.

### **Canine to Five Episode #81015**

Working as secretaries, Scooby, Shaggy and Scrappy assist Dr. Werner Wolf at the Witchfield Science Center. When the doctor's experiments turn him into a werewolf, the three friends quit their jobs — without giving two weeks' notice.







## SCOOPY AND SCRAPPY-DOO 1981-82

### **Hard Hat Scooby** **Episode #81016**

A vampire-type foreman horrifies Shaggy, Scooby and Scrappy as they pull construction detail on a building that must be completed by dawn. The crazy crew completes the Vampire State Building, but makes a mad dash after the foreman invites them to breakfast — as his main dish.

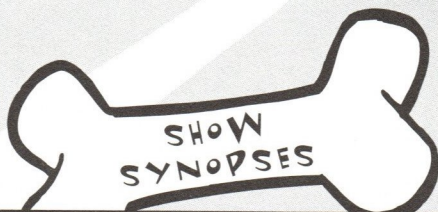
### **Hothouse Scooby** **Episode #81017**

The "3S Gardening Service" uncovers more than dirt when they go to work at a Transylvanian estate. Trapped amidst man-eating flowers, Scooby and his friends distract the bloodsucking flora by feeding them fresh fruit, then quickly escape from their sinister landscaping job.

### **Pigskin Scooby** **Episode #81018**

A football game livens up between the home team and the Monrovia Monsters when Scooby and his friends offer an assist in tackling the ghouls. The hometown heroes win the game, but the shenanigans on the field land Scooby and Shaggy in the hospital.

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## **SCOOPY AND SCRAPPY-DOO 1981-82**

### **Sopwith Scooby Episode #81019**

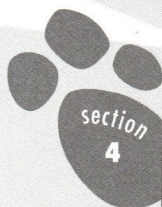
Scooby, Shaggy and Scrappy enter an air show competing with the evil Baron von Lufthagen. The three perform daredevil flying stunts that out-manuever the great ace and Scooby crosses the finish line as the winner.

### **Tenderbigfoot Episode #81020**

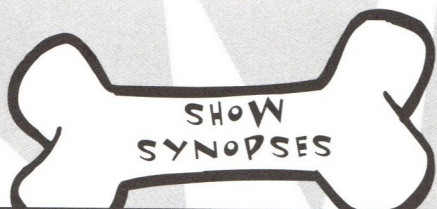
Scouting high in the mountains, the gang meets the overpowering Bigfoot. The group races from the lumbering man-animal, but Bigfoot turns away in disgust when Scooby, Shaggy and Scrappy ironically win scouting badges for bravery.

### **Scooby and the Beanstalk Episode #81021**

Scooby, Shaggy and Scrappy climb a magical beanstalk that takes them to a giant's castle, high in the sky. Finding an ogre there, the group must flee and orchestrates an escape that leaves the giant laughing, tangled in the beanstalk's vines as a friendly bird tickles him.





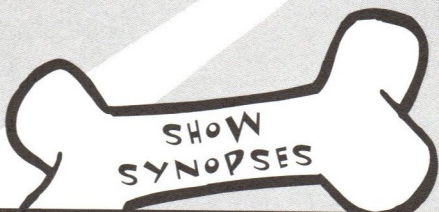


SCOOPY, SCRAPPY AND YABBA-DOO 1982-83

# SCOOPY, SCRAPPY AND YABBA-DOO

1982 - 1983

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**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Maltese Mackerel  
Episode #82001**

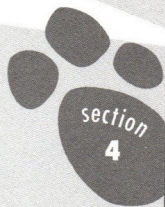
A beautiful woman mysteriously commissions the Fearless Detective Agency to deliver the Maltese Mackerel to the Captain of the freighter *SS Buoyant*. Dodging all sorts of obstacles, the trio manages to reach the ship, but they lose the treasure in the ship's hold — among a pile of *fishy* mackerel.

**Dumb Waiter Caper  
Episode #82002**

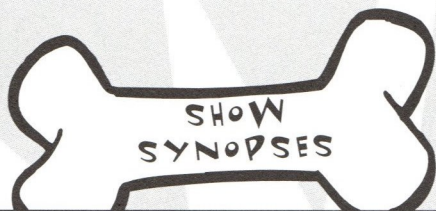
When Buggy Burton is suspected of stealing the Digby Diamonds, Shaggy, Scooby and Scrappy sneak into his mansion. Posing as waiters, they try to recover the jewels. Side-stepping burly mobsters, the gang finds both the diamonds and a way to turn the crooks over to the police.

**Yabba's Rustle Hustle  
Episode #82003**

Scrappy and his Uncle Yabba disguise themselves to stop rustlers from stealing from local ranchers. Their cover succeeds, and after a kamikaze chase across the desert, they capture the thieves and send them to Deputy Dusty's jail.







## **SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

### **The Catfish Burglar Caper Episode #82004**

When the Harbor Bay Yacht Club falls victim to a series of thefts, the Fearless Detective Agency goes into action to can and put a lid on the catfish burglar.

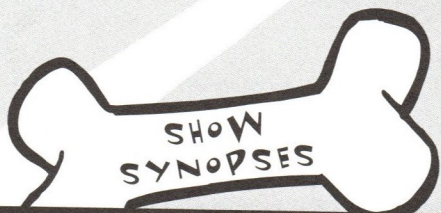
### **Movie Monster Menace Episode #82005**

A crazed movie director zaps a "monster ray" on actors to turn them into real monsters for his new film. Hiring Scooby, Shaggy and Scrappy to play the victims, the director prides himself on his very realistic nightmare until little Scrappy steals the ray and changes everyone back to normal.

### **Mine Your Own Business Episode #82006**

Uncle Yabba inherits a gold mine but has trouble claiming it from the notorious Bolton Brothers. At the mine site, Yabba, Scrappy and Dusty take a wild mine car ride which lands the two brothers in jail. Yabba then finds his inheritance was just fools' gold — which the Boltons would have deserved.

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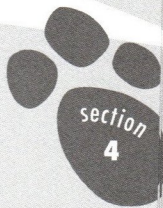
**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Super Teen Shaggy  
Episode #82007**

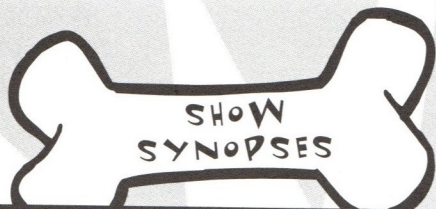
After donning a superhero costume, Shaggy bumps his head and becomes convinced he is "Super Teen." After assuming a "super" — but false — confidence, the typically shaky Shaggy saves friends from danger and stands up to bullies. When he regains his normal senses, Shaggy finds himself sparring with a rough biker gang. To save himself, he, Scooby and Scrappy must prove their "super"-iority by winning a motorcycle race against the bikers.

**Basketball Bumblers  
Episode #82008**

Under the moniker of the "Shaggy Sheiks," Shaggy and his friends play basketball with the "Slam Dunkers," unaware that the Dunkers plan to cheat by using electronic sneakers. Realizing the Dunker's scheme, Scrappy short-circuits their opponents, and the Sheiks rule the game.







**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Tragic Magic  
Episode #82009**

Uncle Yabba discovers that the great Mystos Magnifying Show is just a cover for two crooks planning to rob the Tumbleweed Bank. With Dusty and Scrappy as his able assistants, Uncle Yabba devises a magic show of his own to catch the thieves.

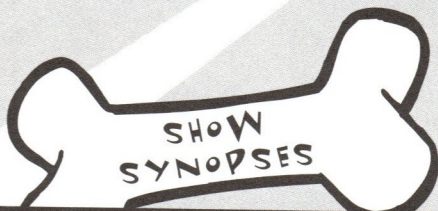
**Beauty Contest Caper  
Episode #82010**

Contestants for the Miss Earth Beauty Contest are disappearing one-by-one, and the Fearless Detective Agency is hired to solve the mystery. They find out that Miss Bulgravia has planned the treacherous plot to kidnap all her competition and expose her scheme in time to prevent her from being crowned Miss Earth by default.

**Stake-Out at the Take-Out  
Episode #82011**

Uncle Fearless hires Shaggy, Scooby and Scrappy to help his insurance company solve the missing gold coins caper. As hamburger sauce provides the only clue, the gang checks out every burger stand in town. They find the thieves — and then the coins — hidden in a bun factory.

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## **SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

### **Runaway Scrappy Episode #82012**

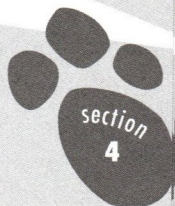
Feeling unloved and useless, Scrappy runs away. He meets two crooks who con him into robbing a train's silver shipment. Catching up with the little nephew, Uncle Yabba and Dusty corral the thieves and convince Scrappy to return home.

### **Who's Scooby-Doo? Episode #82013**

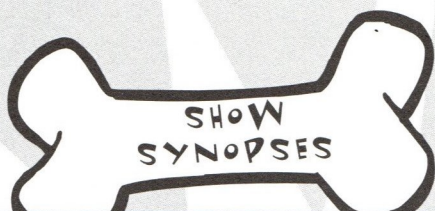
At the Science Fair, an invention which transposes Shaggy and Scooby into each other's body is stolen before the two friends can revert to their normal selves. Scrappy-Doo accompanies them in a mad mix-up that has Shaggy, Scooby and Scrappy switching bodies with each other — and the robbers. Using the invention, the trio manage to capture the thieves and return the machine — after restoring everyone to their original bodies.

### **Double Trouble Date Episode #82014**

Shaggy mistakenly makes two dates for the same day, so he calls on Scooby to accompany nearsighted Lucy on a double date. All four have fun at the carnival, even after Lucy's brother, Moose, convinces her that her date is a "dog."







**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Slippery Dan the Escape Man  
Episode #82015**

Slippery Dan, the world's sneakiest escape artist, slithers away from Deputy Dusty. Uncle Yabba and Scrappy rush to the rescue. Using the "ol' phony border trick," the dogs nab the varmint and return him to Deputy Dusty.

**Cable Car Caper  
Episode #82016**

Bearing a grudge against the city, Vendetta steals two cable cars and spirits them away to an underground town. Plotting to rob the city treasury from beneath the street, Vendetta did not bank on Shaggy, Scooby, and Scrappy's scraping up their resources to protect the city's money.

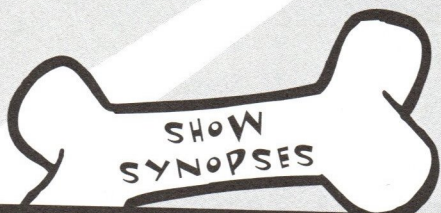
**Muscle Trouble  
Episode #82017**

The aggressive Muscles Malone forces Shaggy into a sailboat race to Deadman's Cove. Thanks to a friendly whale, Shaggy wins the race and the admiration of the strongman's girlfriend.

**Low-Down Showdown  
Episode #82018**

Big Bad Bucko escapes from prison and heads straight for Tumbleweed to avenge himself on Deputy Dusty. Uncle Yabba and Scrappy step in to help their friend send the scoundrel back to jail.

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**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Comic Book Caper  
Episode #82019**

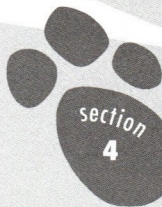
During a comic book convention, Shaggy and Scooby are hired to guard a rare copy of *Someboy*, which, nevertheless, a slimy creature steals. Racing all over the convention hall, the friends recover the book and unmask the beast, who turns out to be the convention promoter.

**Misfortune Teller  
Episode #82020**

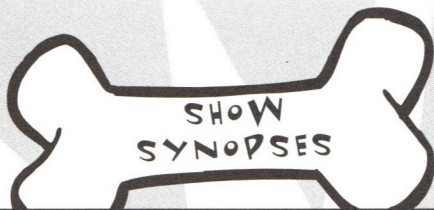
Shaggy's latest job as a fortune teller backfires when he predicts a carnival winning streak for the town bully, R.B. Fearing for his life if the thug loses, Shaggy elicits the help of his two dogs to make sure every booth "donates" a prize to R.B.

**Vild Vest Vampire  
Episode #82021**

Count Zarko plans to turn everyone in Tumbleweed into zombies so he can run the town. Dodging his hypnotic spell, Uncle Yabba and Scrappy trick the vampire back into his coffin and ship him off to Transylvania.







**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**A Gem of a Case  
Episode #82022**

Fingers Malone steals a priceless shipment of jewels from the Fearless Detective Agency, and Scooby, Shaggy and Scrappy trail him in frantic pursuit. Even with their bumbling and fumbling, luck hands them a break and Fingers gives up the gems.

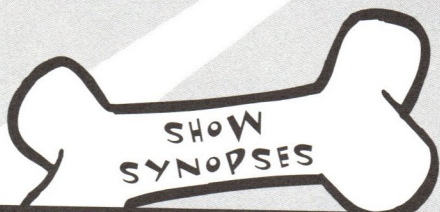
**From Bad to Curse  
Episode #82023**

Rosa, queen of the gypsies, asks the Fearless Detective Agency to help her fight the wicked Miklos, who has stolen her magic amulet. Battling the hazardous villain and his harrowing curses, the trio returns the amulet to Rosa and Miklos to gypsy justice.

**Tumbleweed Derby  
Episode #82024**

Dusty's horse, Wildfire, enters the Tumbleweed Derby but runs into trouble when two villainous varmints try to win by cheating. As Wildfire's jockey, little Scrappy plows ahead, giving Wildfire a win. The dastardly duo land in the Tumbleweed jail.

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**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Disappearing Car Caper  
Episode #82025**

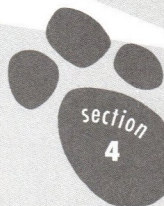
Pistons McGee, the notorious car thief, eludes being arrested when he uses a shrinking ray to steal cars. Scooby and Shaggy also get the ray treatment but, orchestrating their usual antics, catch the crook before every used car dealer goes bankrupt.

**Scooby-Doo and Genie-Poo  
Episode #82026**

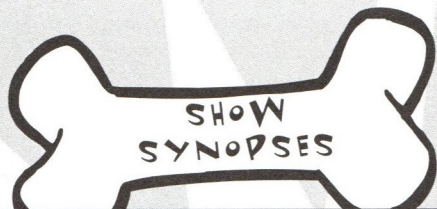
Jasmine, a mischievous genie, and her dog Genie-Poo "adopt" Scooby and offer to include him in their Arabian adventures. Scrappy and Shaggy deter Scooby from the idea, so the canine waves a wistful good-bye to his magical acquaintances as they sail away on their flying carpet.

**Law & Disorder  
Episode #82027**

Two thieves frame Deputy Dusty and plan to assume his duties and take over Tumbleweed. Uncle Yabba and Scrappy implement a plan to clear Dusty, which sends the criminals to jail and returns Dusty to Deputy status.







**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**Close Encounter of the Worst Kind  
Episode #82028**

Shaggy and his friends head the list of an alien's scavenger hunt. Feisty little Scrappy foils the creature's procurement by putting bubble gum in his ray gun and launching him back into space.

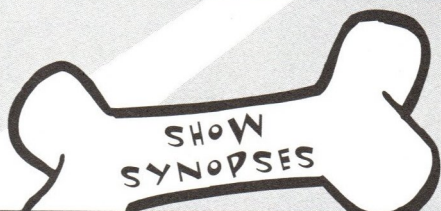
**Captain Canine Caper  
Episode #82029**

The Fearless Detective Agency hurries to a movie studio to help thwart a dognapper's abduction of Captain Canine, a major film star. Since Scooby resembles the actor, he assumes the role of Captain Canine. Brandishing his own theatrics, he captures the villain with a grand flourish on the set.

**Alien Schmalien  
Episode #82030**

When an extraterrestrial crashes in Tumbleweed, Dr. Belak steals it for his traveling circus. Using clever alien disguises, Yabba, Dusty and Scrappy convince the show's audience that the errant E.T. is a fake so that he can escape the doctor's exploitation and go home.

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**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**The Incredible Cat Lady Caper  
Episode #82031**

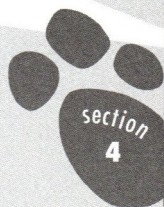
The Fearless Detective Agency tracks the Cat Lady Burglar and her felines to her lair. Shaggy, Scooby and Scrappy create a "cat"-astrophe, trapping the cats with a giant river of milk in the basement.

**Picnic Poopers  
Episode #82032**

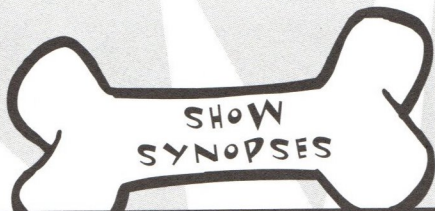
The annual Teen Picnic turns into a disaster when Scrappy signs up his buddies for an unfriendly competition with the town bully and his dog. Ignoring their opponents' menacing threats, Shaggy and Scooby win the contests with an exhaustion tactic that makes their adversaries too tired to retaliate.

**Go East, Young Pardner  
Episode #82033**

Scrappy, Yabba and Dusty visit New York to learn about big city police tactics and start tracking a phantom jewel thief who has been terrorizing the town. Unintentionally operating in a destructive mode, they catch the phantom. Instead of receiving a commendation, the gang gets a bill from the police chief for all the damages they incurred during their seizing spree.







**SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

**One Million Years Before Lunch  
Episode #82034**

Shaggy, with help from Scooby-Doo and Scrappy, builds an airplane which breaks the time barrier and lands them in a prehistoric jungle. Undaunted by dinosaurs and cavemen, the trio enjoys some ancient adventures before climbing back into the homemade time machine and heading for the 20th century.

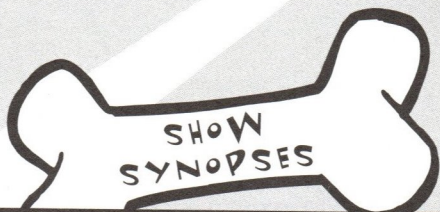
**Where's the Werewolf  
Episode #82035**

House-sitting an old Victorian mansion becomes a hairy experience when a mysterious potion transforms Scooby into a werewolf. Shaggy and Scrappy, using their best detective skills, find an antidote just in time to save Scooby from being captured and exhibited on television.

**Up a Crazy River  
Episode #82036**

Renegade river pirates ransack Tumbleweed, and a frightened but determined Deputy Dusty vows to stop them. Uncle Yabba's buffoonery out-maneuvers the rogues, returning Tumbleweed to being a safe haven.

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## **SCOOPY, SCRAPPY AND YABBA-DOO 1982-83**

### **Hoedown Showdown Episode #82037**

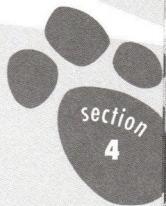
On a visit to his hillbilly relatives, Shaggy becomes involved in a feud with the McGurk family. Realizing that odor may be causing their ornery nature, he convinces the McGurks to take a bath. As soap and water create a sweet smell of success wafting over the hills, everyone agrees to a truce.

### **Snow Job Too Small Episode #82038**

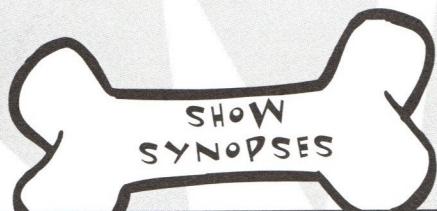
The Fearless Detective Agency's snow assignment leads them into the path of the Abominable Snowman who has captured their client. One clue after another creates an avalanche of evidence as the gang unmasks the white mass, finding a greedy relative who was trying to frighten the agency's client out of an inheritance.

### **Bride and Gloom Episode #82039**

Horrible Homer threatens to push Teetering Rock down on Tumbleweed unless the town sends him an "eligible" female to marry. Searching for a bride who will endure Homer's horror, Dusty and Yabba panic until he meets his mate — a crusty mountain woman who will tolerate no more of Homer's nonsense.





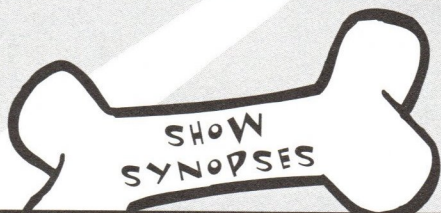


THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84

THE NEW  
SCOOPY AND  
SCRAPPY-DOO  
SHOW

1983 - 1984





**THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84**

**Scoobygeist  
Episode #83001**

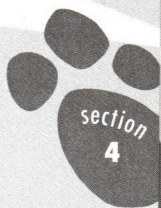
Now investigating mysteries for a news magazine, Daphne pulls in Scooby and Scrappy for help proving a creepy old house isn't haunted.

**The Dinosaur Deception  
Episode #83002**

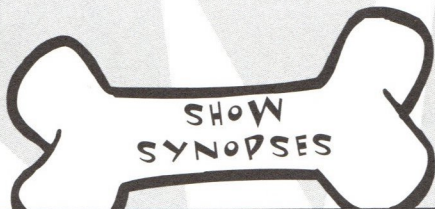
A clever archaeologist plans to steal the ancient treasure of Montezuma by frightening the area's natives with a phony dinosaur. Scooby and friends unravel the fiendish plot and return the silver to the locals.

**The Quagmire Quake Caper  
Episode #83003**

A mysterious series of earthquakes at Sulphur Springs State Park baffles Scooby and the gang. They uncover the scheming of a sinister plot to trigger the temblors and steal an ancient Indian treasure.







## THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84

### **Scoobsie Episode #83004**

Spoofing *Tootsie*, Scooby becomes the star of "Genuine Hospital" when the Phantom of the Soap Opera kidnaps the female lead. Along with the gang, Scooby unmasks the abductor as a disgruntled actor and the show resumes production.

### **The Hound of the Scoobyvilles Episode #83005**

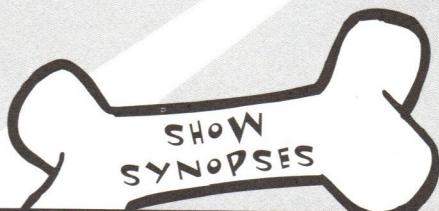
The famous cashmere sheep of Barkerville Hall, Scotland, are being rustled. When the shepherds witness the silhouette of a hound amidst the herd, they blame Scooby. Shaggy, Daphne and Scrappy believe in their friend's innocence. When clues lead them to realize the Hall's caretaker is the perpetrator, Scooby is exonerated.

### **No Sharking Zone Episode #83006**

A great white shark disrupts a surfing contest. Daphne senses a "fishy" plot; she reels Shaggy, Scooby and Scrappy into her investigation.

### **Wizards and Warlocks Episode #83007**

Little Scrappy shows his bravery and knowledge of the game "Wizards and Warlocks" when he leads his friends into — and out of — a maze-filled castle brimming with strange creatures and hidden dangers.



**THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84**

**Who's Minding the Monster?  
Episode #83008**

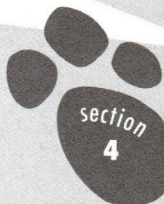
Investigating a rumor that Frankenstein has returned, Scooby and his friends discover that the monster is none other than Dracula's babysitter, unintentionally terrorizing others in a quest for a new remote-control device.

**Scooby A La Mode  
Episode #83009**

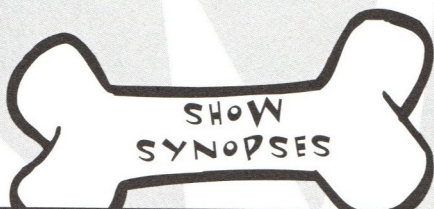
Scooby and Shaggy investigate a famous French cooking school menaced by a ghost. They soon find the hauntings provide a perfect cover for a thief planning to steal the school's famous art treasures.

**The Crazy Carnival Caper  
Episode #83010**

A high school carnival sets the tone for suspense and intrigue when a teacher disappears and entrusts Shaggy and Daphne with his precious ruby laser.







**THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84**

**Scooby the Barbarian  
Episode #83011**

A modern-day pirate pretends to be an archaeologist studying Viking culture to conceal his plundering of a sunken submarine. Scooby and the gang help the Norwegian Navy navigate the investigation and regain their submarine.

**The Mark of Scooby  
Episode #83012**

In a "Zorro" take-off, Scooby dreams he is El Scoobo, the dashing rescuer of the poor and oppressed in the early days of California.

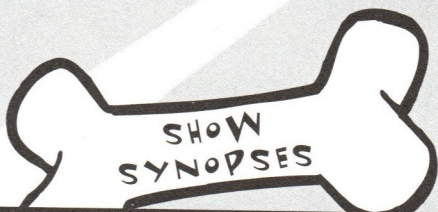
**Scooby-Doo and Cyclops, Too  
Episode #83013**

Scooby and Shaggy demonstrate their courage when they help a man free his sister from a zombie-like trance on Paradise Island.

**Scooby of the Jungle  
Episode #83014**

The Scooby-Doo gang show their love for animals when they help an African game warden solve the case of the disappearing game.

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**THE NEW SCOOBY & SCRAPPY-DOO SHOW 1983-84**

**Scooby Roo  
Episode #83015**

On an Australian sheep station, Scooby and his friends help shear the woolly mystery of a Neanderthal man raging through the countryside.

**The Creature Came from Chem Lab  
Episode #83016**

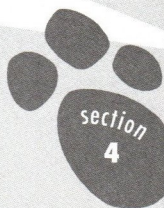
As a result of a creature's scaring a local high school, students will not go to the weekly dances. Scooby and his friends offer their help and soon discover the culprit is a young computer expert who wants the campus deserted to pursue his piracy activities.

**No Thanks, Masked Manx  
Episode #83017**

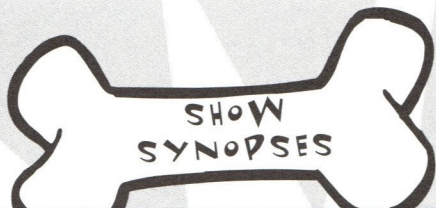
The Masked Manx cat burglar strikes again and again until Shaggy's detectives mingle with the rich and famous to solve the robbing riddle.

**The Scooby Coupe  
Episode #83018**

An evil specter haunts an auto show so he can steal the blueprints for the ultra-swift XYZ sports coupe.







**THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84**

**The Fall Dog  
Episode #83019**

Being a stuntman in a movie almost "stunts" Shaggy's growth, and his friends wrestle with a shadowy gremlin who tries to stop a movie's production.

**Scooby and the Minotaur  
Episode #83020**

Scooby and his friends take the Herculean task of exposing a modern-day minotaur terrorizing the Greek island of Crete.

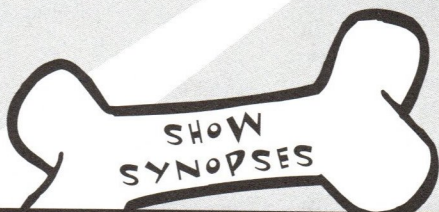
**Scooby Pinch Hits  
Episode #83021**

When a ghost haunts a baseball team, Shaggy, Scooby, Scrappy and Daphne prove the apparition is the coach of a rival team.

**Scooby's Gold Medal Exhibit  
Episode #83022**

Scooby and his gang chase the Chameleon, who has escaped from prison to steal the gold medals from the Sports World Games.

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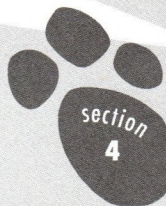
**THE NEW SCOOPY & SCRAPPY-DOO SHOW 1983-84**

**Where's Scooby-Doo? Parts I and II**  
**Episode #83023; Episode #83024**

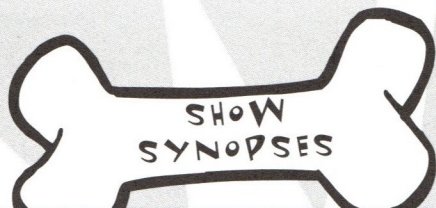
Scooby and the gang ride the Orient Express, making odd passenger acquaintances while searching for a stolen fuel formula.

**Wedding Bell Boos! Parts I and II**  
**Episode #83025; Episode #83026**

The ghost of McBaggy Rogers threatens to disrupt the wedding of Shaggy's sister until Scrappy and Scooby set up an ingenious trap for him.





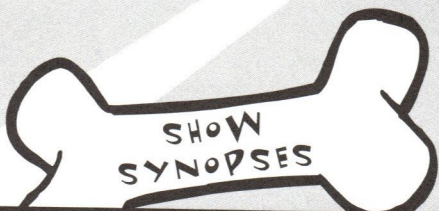


THE NEW SCOOPY-DOO MYSTERIES 1984-85

# THE NEW SCOOPY-DOO MYSTERIES

1984 - 1985

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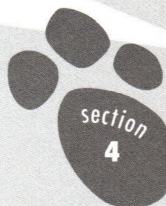
**THE NEW SCOOPY-DOO MYSTERIES 1984-85**

**Happy Birthday, Scooby-Doo, Part I**  
**Episode #84001**

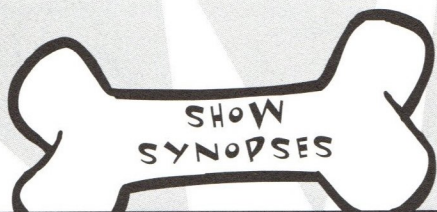
Scooby believes that his friends have forgotten his birthday but they surprise him with a "Here Is Your Life Scooby-Doo" show, a remembrance of past people — including Fred and Velma — and past occurrences. Scooby delights in most of these recollections — except for one. Red Skull, a thief who Scooby had once captured and sent to prison, wreaks havoc on the show's set and leaves Scooby with a lingering fear.

**Happy Birthday, Scooby-Doo, Part II**  
**Episode #84002**

Red Skull unsuccessfully plots to avenge himself on Scooby by stealing a precious diamond and luring him into an investigation. Scooby's friends attempt to catch Red Skull, but mistakenly believe Fred is the culprit. Finally, they unmask the ghoul and discover Red Skull's original butler seeking riches and revenge. After concluding that "the butler did it," the gang resumes Scooby's birthday celebration.







## THE NEW SCOOPY-DOO MYSTERIES 1984-85

### **The Hand of Horror** **Episode #84003**

While investigating at the Von Gizmo estate, the gang stumbles onto a prank-pulling, disembodied hand reminiscent of the Addams Family's *Thing*. They find that Von Gizmo's assistant, Ratfield, invented the hand and is trying to steal it and other Gizmo secrets to make a fortune. Scooby and Scrappy uncover the scheme and save the Gizmo inventions from exploitation.

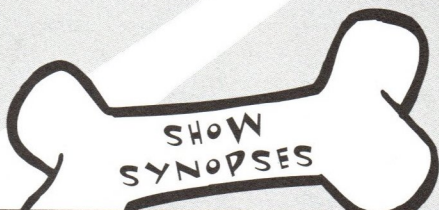
### **Scooby's Peep-Hole Pandemonium** **Episode #84004**

As reporters for Orson Kane's Peep-Hole Magazine, the gang tries to complete an assignment to interview and photograph recluse Norma Deathmond, the 1930's film horror star. While Scooby and company infiltrate Deathmond's home disguised as caterers, Kane sneaks in and tries to steal Norma's jewels. In a death-defying move, the gang exposes Kane as a thief who had expected to use the quartet's assignment as a cover-up for his greedy deed.

### **Doom Service** **Episode #84005**

Scooby and company travel to a haunted hotel to spook the resident ghost. Their detective work finds that perennial guest Mrs. Van Loon uses the hotel — and its underground tunnel connecting to a nearby Air Force base — to steal secrets from the government and sell them to the highest bidders.

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## THE NEW SCOOPY-DOO MYSTERIES 1984-85

### **Mission: Un-DOO-able** **Episode #84006**

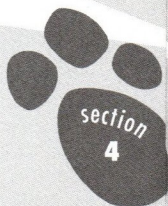
Evil New York tour guide Cecil plans to take over the world by disguising himself as the Mastermind and wielding a Transponder Beam. Scooby and his friends stumble onto the scheme, wrecking his Statue of Liberty hideout and saving the world from Cecil's tyranny.

### **Scoo-Be or Not Scoo-Be?** **Episode #84007**

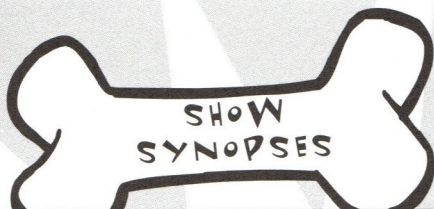
Scooby and his associates visit Denmark to find out why off-shore oil rigs are disappearing. Lodging at the mysterious Castle Hotel, the gang's seaside experience becomes as ghostly as their ocean-bound escapades.

### **The Night of the Living Toys** **Episode #84008**

Scooby, Scrappy, Daphne and Shaggy must find a profit-stealing thief within the Black Forest Toy Shop. After colliding with some mechanical toys, the four detectives learn the "value" of some *money*-stuffed animals.







## THE NEW SCOOPY-DOO MYSTERIES 1984-85

### The 'Dooby-Dooby Doo' Ado Episode #84009

In Las Vegas, the gang sees the energetic entertainer Dooby-Dooby, Scooby and Scrappy's famous cousin. Dognappers posing as fans give Dooby a jeweled collar, which is really a laser band. After abducting Dooby to retrieve the collar, the scoundrels battle the gang, who save Dooby and destroy the collar.

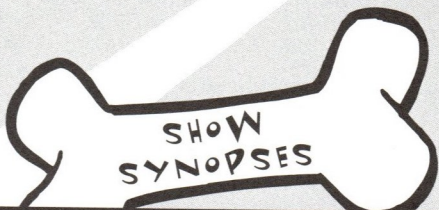
### A Code in the Nose Episode #84010

Codefinger steals a top secret decoder — then inconspicuously disguises it as a brand-new household appliance — and the gang must recover the instrument. Armed only with code words which may help them find the decoder, the gang tours the appliance area at Pingree's department store. Once they locate it, the quartet exposes Codefinger's espionage-filled plot.

### South Pole Vault Episode #84011

The gang goes to the South Pole to meet Dr. Karlan, director of a scientific research camp that has been sabotaged. When stolen helium tanks are found in a co-worker's trunk, Scooby-Doo and company determine that the worker had been framed by Dr. Karlan, who wished to gain attention from the world.

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## THE NEW SCOOPY-DOO MYSTERIES 1984-85

### **The Bee Team Episode #84012**

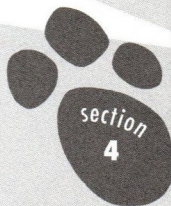
At *The Bee in Your Bonnet* honey farm, the quartet investigates "killer bees," which have been ruining the hives. Clues lead to a cover-up wherein the honey farm was unwittingly housing rocket fuel production for NASA. The gang catches Harley Finster, the town mechanic, who had devised the ruse and then impersonated "killer bees" to steal the fuel.

### **Showboat Scooby Episode #84013**

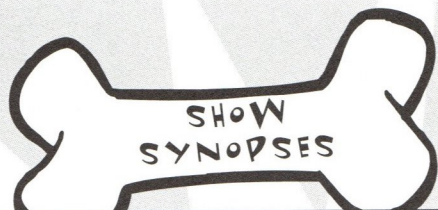
Colonel Beauregard's ghost haunts Steamboat Sally's Delta Queen. As the gang comes to see Dixie-Doo perform her boat-based act, they try to catch the phantom. They find the deceitful Pops is impersonating the Colonel to procure an emerald necklace hidden on the boat.

### **The Stoney Glare Episode #84014**

Exploring Greek lore, international crook Thaddeus Blimp searches for the Mask of Medusa, hoping to use it to turn the world's leaders into stone. When the quartet tries to stop the thievery, a heated race ensues, culminating with several members of the Greek Intelligence team joining in to apprehending Blimp.







**SCOOPY-DOO, WHERE ARE YOU! 1969 - 1970**

**E\*I\*E\*I\*O**

**Episode #84015**

A chilling mystery consumes a farm where a genetic researcher uses a formula to create monsters like a vicious lamb and a gigantic, monstrous mouse. When Scooby and the gang get involved, they find a hired hand has been putting the animals in altered states, and return the barnyard creatures to normal.

**A Night Louse at the White House, Part I**

**Episode #84016**

With only a brass eagle for a clue, the quartet investigates a harrowing White House mystery. What do the ghosts of former presidents have to do with the new NASA space station? As the trail leads to an ambassador and a senator, Scooby and Shaggy fall through a trapdoor...

**A Night Louse at the White House, Part II**

**Episode #84017**

Scrappy and Daphne rescue the duo. The adventure resumes with a bewildering twist: the brass eagle forms a key to a secret storage of NASA information. Their comedic quest concludes when they prove the presidential phantoms are the suspected ambassador and his wife.

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**SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970**

**Ghosts of the Ancient Astronauts, Part I  
Episode #84018**

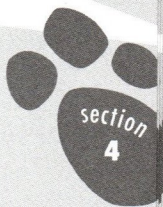
The gang joins Velma's uncle, Professor Dinkley, on a South American expedition to recover the treasure of the Lost Temple of Sirius. Scooby finds the celestial orb which will lead them to the temple but a renegade archaeologist kidnaps the professor and zombies throw the gang into a snake pit.

**Ghosts of the Ancient Astronauts, Part II  
Episode #84019**

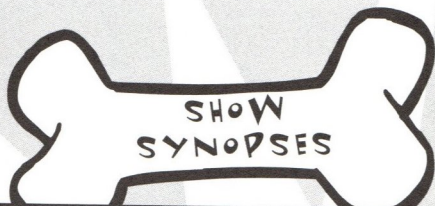
Tricking the zombie guards, Scooby and friends escape from the castle. Attacked by piranhas, their canoe barely makes it to the fortress where the professor is being held. They then pursue the villains searching for the ancient temple and Scooby solves the mysteries it holds.

**A Halloween Hassle at Dracula's Castle, Part I  
Episode #84020**

While selecting costumes in a macabre shop presided over by Dracula, Scooby and friends are invited to a Halloween party in a castle. Eerie sounds, witches, a werewolf and monsters persuade the gang to make an early departure from the party but before they can get away, the entrance closes, locking them inside.







**THE NEW SCOOBY-DOO MYSTERIES 1984-85**

**A Halloween Hassle at Dracula's Castle, Part II  
Episode #84021**

The monsters surprise Scooby and his friends by begging for help in ridding the castle of the ghost. The gang determines that Chandra the witch has been providing the chills, plotting to scare everyone away so she can search for the evil-powered moonstone. Scooby recovers the stone — only to lose it to Chandra. When a mishap destroys the stone, Chandra turns into a toad — no longer posing a threat.

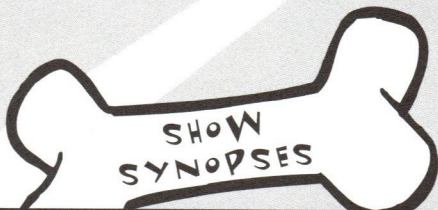
**A Scary Duel with a Cartoon Ghoul  
Episode #84022**

Scooby and friends become involved in a spy case involving stolen rocket film. They discover the film in their vault when Scrappy accidentally splices the missing scenes into a cartoon they are making. With the thief hovering around the animation studio, a wild chase ensues which defeats the scoundrel's plans.

**Sherlock Doo, Part I  
Episode #84023**

The gang enters the London Mystery Solvers' Contest. Along with the other contestants, they track a "ghost" of Sherlock Holmes. With all the competitors spying on each other, the quartet eventually lands in a club for famous television detectives. There, they are accused of stealing confidential blueprints and banished to Scotland Yard.

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## THE NEW SCOOPY-DOO MYSTERIES 1984-85

### **Sherlock Doo, Part II** **Episode #84024**

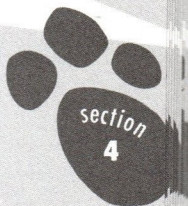
Tricking their way out of jail, the group pursues the "ghost" of Sherlock Holmes to Buckingham Palace. They determine that the stolen blueprints will reveal the hiding place of the crown jewels. After the thief gets the gems, Scooby, Shaggy, Scrappy and Daphne catch him in a rooftop chase and win the mystery contest.

### **The Nutcracker Scoob, Part I** **Episode #84025**

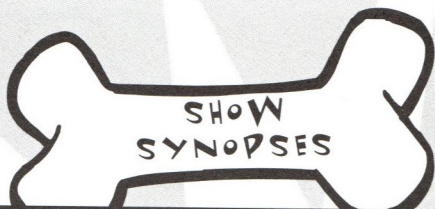
The wicked Mr. Nicklby mars the gaiety of Christmas preparations in a children's home. While picking up cookies from Nicklby's housekeeper, who is contributing to the festivities, the gang finds a cryptic diagram belonging to Nicklby which points to a huge emerald hidden in the home. At the hiding place, a maniacal specter frightens the group away.

### **The Nutcracker Scoob, Part II** **Episode #84026**

During the home's Christmas pageant, evil Nicklby notices his emerald at the top of the Christmas tree. Along with the gang, Nicklby scrambles toward the gem, but the ghost swoops down and retrieves it. Capturing the thief, the gang infuses cheer into Nicklby, who astounds them by effusing a hearty Christmas spirit.





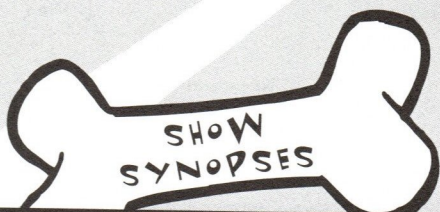


THE 13 GHOSTS OF SCOOBY-DOO 1985-86

# THE 13 GHOSTS OF SCOOBY-DOO

1985 - 1986

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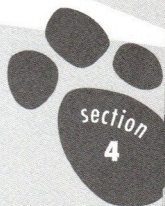
## THE 13 GHOSTS OF SCOOPY-DOO 1985-86

### **To All The Ghouls I've Loved Episode #85001**

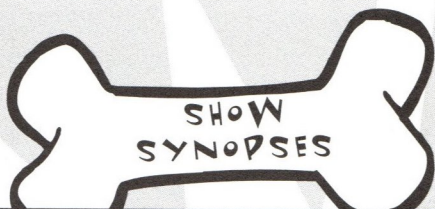
When the gang's plane crashes in the Himalayas, they are lured into opening the Chest of Demons for two ineptly evil ghosts, Weerd and Bogel. Along the way, they befriend a young con man, Flim Flam, and meet the guardian of the chest, Vincent Van Ghoul. Once opened, the chest unleashes 13 of the foulest demons ever to plague the earth. To save mankind, Scooby, Shaggy and Daphne must rebox the ghouls during the next 12 episodes.

### **Scoobra-Kadoobra Episode #85002**

Mordor the Malevolent baits the gang into his evil forest in hopes of destroying the only ones who could jeopardize his new-found freedom. In his enchanted forest, Mordor's magic almost undoes Scooby and company, but they manage to cage the woody scoundrel.







## THE 13 GHOSTS OF SCOOBY-DOO 1985-86

### **Me and My Shadow Demon Episode #85003**

When the Shadow Demon steals the Chest of Demons, Vincent steers the gang toward Befuddle Manor before his threatened crystal ball's power diminishes. In their search for the chest, they are captured by the Queen of Ghouls but then escape with the unlikely aid of the Shadow Demon and Byron Befuddle, the manor's builder. With Vincent's help, they divert the Queen until dawn — her bewitching hour — and then capture her.

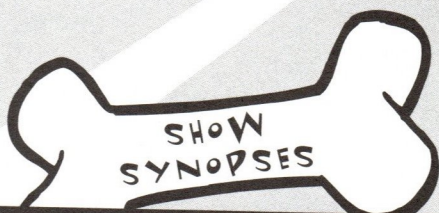
### **Reflections in a Ghoulish Eye Episode #85004**

While at a paranormal convention, the gang draws out an evil Reflector Specter and his henchmen, Weerd and Bogel. To solve the disappearance of a maid — taken into the Specter's mirror world by mistake — Scooby and company must capture the phantom.

### **That's Monstertainment Episode #85005**

Zomba, the Elvira-like hostess of the *Spine Tinger Movie*, turns out to be one of the escaped demons who sweeps the gang into their own television, where they are trapped in an old Frankenstein movie. Making some chaotic changes in the film, they escape from Zomba's clutches and capture her.

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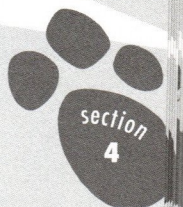
**THE 13 GHOSTS OF SCOOPY-DOO 1985-86**

**Ship of Ghouls  
Episode #85006**

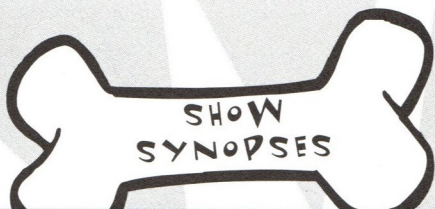
Scooby's frazzled nerves convince the gang to take a cruise. Unfortunately, their travel agent — one of the 13 ghouls — wants to arrange for the group to be swept into the Bermuda Triangle. Ironically, Scooby's nerves of steel eventually save the day.

**A Spooky Little Ghoul Like You  
Episode #85007**

At the Mardi Gras, Vincent is smitten by the lethal love trance of Nekera, a beautiful femme fatale. The gang thinks they must keep him from her kiss, which they believe will be Nekera's stab at draining Vincent's warlock powers to assume as her own. However, Vincent knows that the kiss will actually be Nekera's undoing.







## THE 13 GHOSTS OF SCOOPY-DOO 1985-86

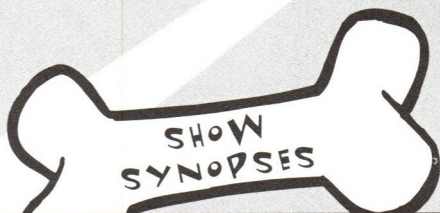
### When You Witch Upon a Star Episode #85008

One of the 13 ghouls, a powerful witch trapped in another dimension gives three hags her powerful forces. When the gang learns of their plot to overthrow the world, Vincent tries to thwart the ensconced sorceress. Meanwhile, Scooby and company pursue the three witches searching for ingredients to enact their villainous spell. With mix-ups and maneuvers, Vincent orchestrates a plan for the hags to read the wrong spell, trapping the grand witch in the Chest of Demons.

### It's A Wonderful Scoob Episode #85009

When the Time Slime tries to zap the gang, they take his Time Scepter and use it to show Scooby — who believes he is more of a hindrance than a help to the group — what their lives would be like without him. While helping their hound see his wonderful life, they also seize the evil Time Slime.

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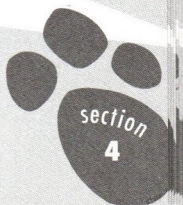
## THE 13 GHOSTS OF SCOOBY-DOO 1985-86

### **Scooby in Kwackyland Episode #85010**

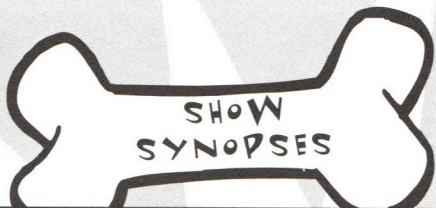
A demon uses magic ink and draws himself into the funny pages. On orders from the ghoul, Weerd and Bogel deliver the paper to the gang. Hoping to trap Scooby-Doo and the gang inside the comic strips, the demon has schemed for the funnies to become fearful. Trapping them in this decidedly un-funny dimension, the monster hopes to destroy them so he can free himself forever. Lost inside these comics, the group must solve the mystery of the magic pen to ensnare the demon — and escape.

### **Coast-to-Ghost Episode #85011**

Outraged by being denied membership to S.A.P.S. (the Spook and Poltergeist Society), Weerd and Bogel steal some important mystic paraphernalia to avenge their rejection. However, Vincent needs this same substance to keep from fading away. The S.A.P.S., Scooby and the gang, chase the two inept ghosts. Scooby and his cohorts prevail in bringing all the spooks down and saving Vincent.







**THE 13 GHOSTS OF SCOOBY-DOO 1985-86**

**The Ghoulish Show on Earth  
Episode #85012**

Upon Scooby's return to his home town, a demon circus plagues Doosberry, impelling the group to rescue the city from a phantom's three-ring trap.

**Horror Scope Scoob  
Episode #85013**

The gang goes on Boris Creepoff's television show in hopes of finding one of the demons. While there, they have their Chest of Demons stolen. In their search for the chest, they find both a demon and a villain trying to rob the chest for their own gain.

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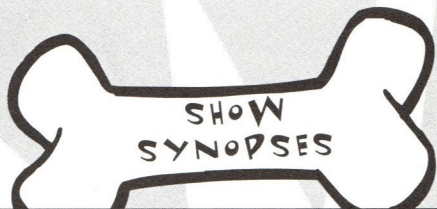
# SHOW SYNOPSIS

THE 13 GHOSTS OF SCOOBY-DOO 1985-86



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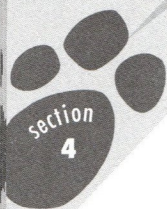


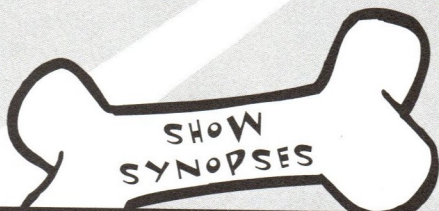


A PUP NAMED SCOOBY-DOO 1988-91

# A PUP NAMED SCOOBY-DOO

1988 - 1991





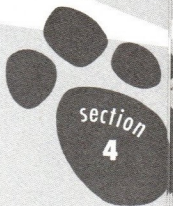
**A PUP NAMED SCOOPY-DOO 1988-91**

**A Bicycle Built for Boo  
Episode #88001**

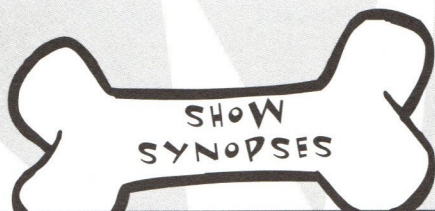
A ghost steals Shaggy's bike just as he departs on his paper route. The members of the Scooby-Doo Detective Agency track down the burgled bike, despite Freddy's accusation that Red Herring has it, to a spooky mansion housing the Gloppy Green Ghost. Their trail leads to danger in the lair of a counterfeiter who needed a bike part to fix his money-printing machinery.

**The Sludge Monster from the Earth's Core  
Episode #88002**

When a bank robbery is blamed on the Sludge Monster, the creature retreats to Scooby's doghouse. Chasing it from Scooby's, the kids twist and turn through an underground sewer tunnel that takes them directly to the office of the real culprit — the bank's president.







**A PUP NAMED SCOOPY-DOO 1988-91**

**Wanted Cheddar Alive  
Episode #88003**

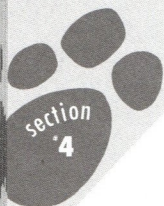
A cheese monster frightens away all the workers at the Scooby Snack Factory, halting the production of Scooby Snacks. The kids find themselves in a quandary because — without a Scooby Snack — the hound will not help them sniff out the monster. Shaggy, Daphne, Fred and Velma devise a way to convince Scooby to work with them and track down the Cheddar Creature, so that his Scooby Snack supply can be replenished.

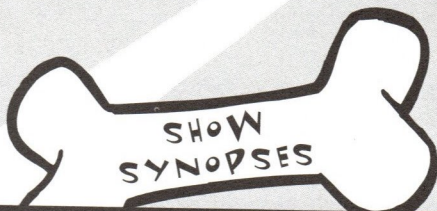
**The Schnook Who Took My Comic Book  
Episode #88004**

At the Comic Book Convention, the monstrous Dr. Croker pilfers Shaggy's collector's edition of "Commander Cool." Taking over the case, Shaggy and Scooby don superhero outfits to track down the scoundrel stealing the valuable comics.

**For Letter or Worse  
Episode #88005**

Shaggy and Scooby compete on a television game show — until the Ghost of Al Capone disrupts the taping. The ghost wants his secret vault back, and his presence convinces the owner to sell the station. Sensing the chaos has criminal ties, the kids pursue the culprit.





## **A PUP NAMED SCOOPY-DOO 1988-91**

### **The Babysitter from Beyond Episode #88006**

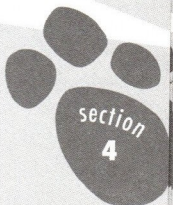
When Shaggy drops his sister Sugie at the babysitter's, the sitter tries to steal the baby. Meanwhile, a three-headed movie monster on the prowl and an escaped convict after buried loot provide even more trouble for the kids. Amazingly, the creature, the thief, the treasure and the babysitter are all interrelated.

### **Snow Place Like Home Episode #88007**

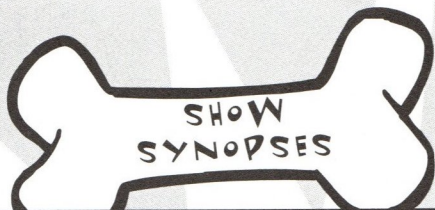
On a ski vacation in the mountains, the gang stumbles on all sorts of problems: no snow, an ice demon, an abandoned gold mine and a greedy developer who wants to cheaply buy up the land surrounding their chalet. The kids are really buried in an avalanche of clues as they piece together the mystery.

### **Now Museum, Now You Don't Episode #88008**

When two valuable Samurai swords disappear from a museum, circumstantial evidence points to Shaggy and Scooby. However, they claim they saw the real thief — the ghost of an evil Samurai. To clear themselves, they must find proof that points to the right burglar.







## A PUP NAMED SCOOPY-DOO 1988-91

### **Scooby Dude Episode #88009**

Velma's Aunt Thelma calls in the Scooby-Doo Detective Agency. As head of the Marine Institute, she must determine why her dolphins are disappearing. Surfing through clues, the gang realizes the Headless Skateboarder and the Seaweed Monster only skim the surface of their waterlogged mystery.

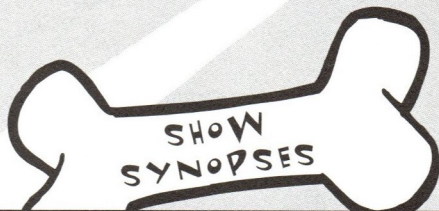
### **Ghost Who's Coming to Dinner Episode #88010**

A sweet, little ghost has been living peacefully with a kind old couple for years, when suddenly a nasty pirate ghost shows up and demands they all vacate the premises. The nice poltergeist pleads with the gang to determine who the mean ghost is and what he wants.

### **The Story Stick Episode #88011**

On an Indian reservation, the gang meets a Totem Pole Monster who orders them off his land. Supposedly, the Totem spirit appears when sacred Indian land is threatened. Since developers want to build a hotel on the site where the chief's home stands, the kids must ascertain whether the force represents fact, folklore or foul play.





## **A PUP NAMED SCOOPY-DOO 1988-91**

### **Robo-Pup Episode #88012**

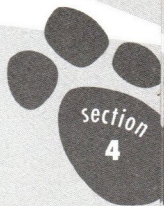
When Daphne's room is burglarized, Scooby encounters competition in the sleuthing dog division with Robo-pup, a mechanical super dog. While Scooby tries to compete with the bionic wonder, the gang recovers the missing articles.

### **Lights...Camera...Monster Episode #88013**

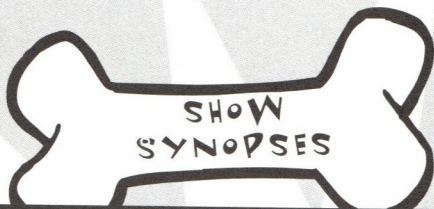
Stinkweed, the monster star of a string of horror movies, is terrorizing malls. The actor who plays him hires the kids to prove that he has not been committing Stinkweed's crimes. Meanwhile, on the other side of the camera, the kids make a videotape on the inner workings of the Scooby-Doo Detective Agency.

### **Curse of the Collar Episode #89001**

For a Scooby-Doo birthday reunion, the kids join Mommy and Daddy Doo and the Doo pups, Scoobert, Rooby, Howdy and Skilly at the Knittingham Puppy Farm. There, Scooby inherits the family jeweled dog collar. With the band of gems, he also receives the family curse of the Dogcatcher Ghost who seeks the collar for himself.







**A PUP NAMED SCOOBY-DOO 1988-91**

**Return of Commander Cool  
Episode #89002**

When a supposed "Alien" is found plundering the toy company that makes "Commander Cool" action figures, the Scooby-Doo Detective Agency takes the case... with a little bit of special help. After getting knocked on the head while dressed as Commander Cool, Shaggy believes he *is* the character, and that Scooby is his super-sidekick, Mellow Mutt.

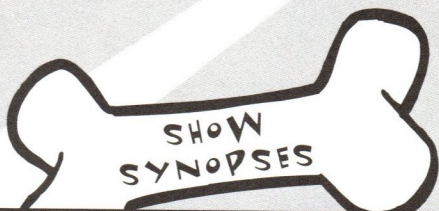
**The Spirit of Rock and Roll  
Episode #89003**

Daphne's favorite rock 'n roll star, Buddy Chilner, is haunted by the spirit of a rock star who supposedly vanished 32 years ago. The phantom now resents anyone else singing his songs — especially Buddy. When the ghost's actions threaten to ruin Buddy's career, the Scooby-Doo Detective Agency bands together to drum away the demon.

**Chickenstein Lives  
Episode #89004**

Freddy's dream comes true when his Uncle Eddie acquires his favorite newspaper, the National Exaggerator. With the buyout, Freddy will get the chance to write for the newspaper. Freddy's dream becomes a nightmare for the whole gang when the Chickenstein Monster appears, threatening to destroy the Exaggerator.

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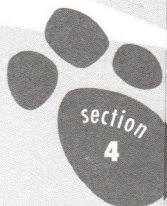
**A PUP NAMED SCOOPY-DOO 1988-91**

**Night of the Living Burger  
Episode #89005**

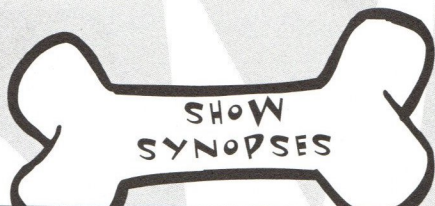
Sleazy businessman O'Greasy hires the Scooby-Doo Detective Agency to catch the Living Burger, who seeks to put O'Greasy's Bucket O' Restaurant out of business. Since O'Greasy sponsors their favorite television show, Count Chocula, the kids have no choice but to help the oily proprietor so that their show will stay on the air. With Shaggy and Scooby not speaking to one another, the kids will have a tougher time than usual sleuthing through the messy clues.

**The Computer Walks Among Us  
Episode #89006**

Has "the Dink" turned into a fink? The kids believe so when various items disappear from the kids' lockers at Coolsville High only to be found in — Velma Dinkley's locker. While at first blaming Velma, the kids sift through information that leads them to suspect her award-winning computer robot instead.







## **A PUP NAMED SCOOPY-DOO 1988-91**

### **Dog Gone Scooby Episode #89007**

Feeling forlorn because no one wants to play with him one rainy day, a dejected Scooby runs away from home. Fearing the loss of their beloved pal, the kids take on the case for a sad Shaggy. Evidently, someone else also wants Scooby for his own purposes, and the gang must race against time and a rival to see who gets Scooby first.

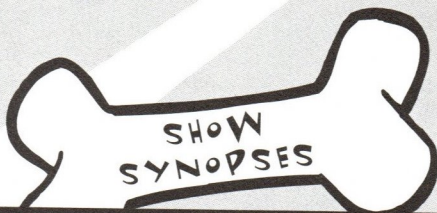
### **Terror, Thy Name Is Zombo Episode #89008**

The gang feels cheated when they arrive at Jipner's Joyland only to find the park abandoned and closed. Especially disappointed, Shaggy and Scooby had eaten 462 boxes of cereal to be the first ones to ride the attraction's new roller-coaster. Their disappointment turns to sheer terror when they realize the reason for the park's closure: haunted by Zombo, the ghost clown, a visit to Jipner's proves to be no laughing matter.

### **Night of the Boogy Biker Episode #90001**

Freddy promises not to blame Red Herring for any occurrence for 24 hours. His vow becomes nearly impossible to keep when Red's aunt hires the Scooby-Doo Detective Agency to find her missing motorcycle.

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**A PUP NAMED SCOOPY-DOO 1988-91**

**Dawn of the Spooky Shuttle Scare  
Episode #90002**

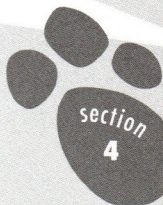
The gang goes to the space center because Velma's experiment is to be launched on the space shuttle. However, an astronaut apparition threatens the mission. Scooby-Doo and company conduct an investigation into the ghost's appearance and discover that a technician, Simon Simonson, was trying to sabotage Velma's experiment to ensure it did not make it into space.

**Horror of the Haunted Hairpiece  
Episode #90003**

The Scooby-Doo Detectives swing into action when the monster Big Wig escapes from a new video game in Daphne's arcade. The hairy horror turns out to be the bakery proprietor from the next store — who loses more bread than he bargained for.

**Wrestle Maniacs  
Episode #90004**

When the Coolsville Wrestling Federation appears haunted, Carol Colossal calls on Shaggy and company for help. Pinning facts to the case, Scooby and his pals prove their mighty skills always win in a ghostly match.







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